CUES

CUES K2/K3 SCREEN OPERATIONS: HELP MENU

Instructions for using the K2/K3 system are included in the HELP menu, which is accessible by pressing the F1 button at any time. The K2/K3 HELP system includes all of the information in Chapter 2 of the printed user manual.

CUES HELP INDEX

```
========== CUES HELP INDEX ==========

1. KEYS: ALL SCREENS?
          ALL SET UP SCREENS?
          RUN-TIME SCREEN1?
          RUN-TIME SCREEN2?
          RUN_TIME SCREEN3?
          FREE-FORMAT SCREEN?
          FREE FORMAT RUN-TIME SCREEN?
          TEST CONTROLLER HELP SCREEN?
          LAMPII HELP SCREEN?
          GXP HELP SCREEN?
2. FIELD ENTRY HELP SCREEN?


<ENTER> to all screens
STATUS LINE - displays the action to be
performed in each field.
```

Press F1 at any time to access the HELP screen.

KEYS FOR ALL SCREENS

```
===== CUES KEYS FOR ALL SCREENS =====

<F1> ------------- TO HELP INDEX SCREEN
<CTRL><F2> ------- CLEAR COMMENT FIELDS
<CTRL><F4> ------- CLEAR FREE FORMAT SCN
<CTRL><F5> ------- CLEAR INSP. SETUP SCN
<CTRL><F6> ------- CLEAR ALARM
<CTRL><F7> ------- TOGGLE MUTE/UNMUTE
<CTRL><F10> ------ DEFAULT COMMENT SET


<CTRL><ALT><t> --- DISABLE/ENABLE TITLER
<CTRL><ALT><s> --- DISABLE/ENABLE STATUS
<CTL><ALT><UPARROW> SPEAKER VOLUME UP
<CTL><ALT><DNARROW> SPEAKER VOLUME DOWN
<CTRL><ALT><+>---- LOG SCREEN

<ESCAPE> previous screen
```

KEYS FOR ALL SET UP SCREENS

```
== CUES KEYS FOR ALL SET UP SCREENS =

<ENTER> - SELECT ACTION/HILIGHT NEXT FLD
<UPARROW> --- PREV SELECTION/FIELD
<DOWNARROW> - NEXT SELECTION/FIELD
<LEFTARROW> - MOVE CURSOR LEFT
<RIGHTARROW>  MOVE CURSOR RIGHT
<DELETE> ---- DELETE AT CURSOR
<BACKSPACE> - DELETE LEFT OF CURSOR
<CTRL><DELETE> - CLEAR ENTRY
<TAB> ------- HIGHLIGHT NEXT FIELD
<SHIFT><TAB>  HIGHLIGHT PREVIOUS FIELD
<SPACEBAR> -- TOGGLE TWO SELECTIONS
<CTL><ALT><INSERT> - RESTORE SCREEN
<INSERT>    - TOGGLE OVERWRITE/INSERT


<ESCAPE> previous screen
```

KEYS FOR RUN-TIME SCREEN1

```
=== CUES KEYS FOR RUN-TIME SCREEN1 ==

<SHIFT><F1> ---- TOGGLE COMMENTS ON/OFF
<SHIFT><F2> ---- TOGGLE OBSERVATN ON/OFF
<SHIFT><F3> ---- TOGGLE INCLINE ON/OFF
<SHIFT><F4> ---- TOGGLE ARROW ON/OFF
<SHIFT><F5> ---- TOGGLE TITLE ON/OFF
<SHIFT><F6> ---- TOGGLE DATE ON/OFF
<SHIFT><F7> ---- TOGGLE TIME ON/OFF
<SHIFT><F8> ---- TOGGLE MANHOLES ON/OFF
<SHIFT><F9> ---- TOGGLE PRESSURE ON/OFF
<SHIFT><F10> --- TOGGLE DISTANCE ON/OFF
<F11> ---------- TOGGLE TRANS SPD ON/OFF
<CTRL><F11> ---- TOGGLE DIRECTION ON/OFF
<CTRL><F12> ---- TOGGLE LENGTH ON/OFF
ARROW-LF/RT ---- MOVE FIELDS/ARROW LF/RT
ARROW-UP/DN ---- MOVE FIELDS/ARROW UP/DN

<ESCAPE> previous menu
```

KEYS FOR RUN-TIME SCREEN2

```
=== CUES KEYS FOR RUN-TIME SCREEN2 ==

<F1> --- TO/FROM HELP SCREENS
<F2> --- TO/FROM EQUIPMENT CONFIGURATION
<F3> --- TO/FROM FREE-FORMAT SCREEN
<F4> --- TO/FROM FREE-FORMAT W/RUN SCRN
<F5> --- TO/FROM INSPECTION SETUP SCREEN
<F6> --- To/FROM DISPLAY SETUP SCREEN
<F7> --- TO/FROM DIAGNOSTICS MENU SCREEN
<F8> --- TO/FROM REMINDER SETUP SCREEN
<F9> --- TO/FROM COMMENT DEFINITION SCRN
<F10> -- TO CONFIGURE REELS SCREEN
<CTRL><i>- ZERO INCLINATION
<CTRL><p>- ZERO PRESSURE
<CTRL><d>/<z>- PRESET/ZERO DISTANCE
<SHIFT><HOME>  HOME FIELDS
<SHIFT><INSERT>TOGGLE ALL FIELDS ON/OFF

<ESCAPE> previous menu
```

KEYS FOR RUN-TIME SCREEN3

```
=== CUES KEYS FOR RUN-TIME SCREEN3 ==

<CTRL><f> ----- TOGGLE FONT RENDERINGS

There are two ways to input observations
either <ENTER> and
use arrow keys to see stored comment fields,
or input a code
and it will display the comment.  After
either,<ENTER>will save
the observation. These work for FreeFormat
w/RunTime also.

<ENTER> -------- TO ENTER COMMENTS MODE
  ARROW UP/DN - DISP. PREV/NEXT COMMENT
  <ENTER> ----- SAVE THIS COMMENT
<A-Z> --------- INPUT CODE/GET COMMENT
  <ENTER> ----- SAVE THIS COMMENT

<ESCAPE> previous menu
```

CUES K2/K3 SCREEN OPERATIONS: HELP MENU

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KEYS FOR FREE-FORMAT SCREEN

```
== CUES KEYS FOR FREE-FORMAT SCREEN =

<ENTER> ----- CARRIAGE RETURN/LINE FEED
<UPARROW> --- MOVE CURSOR UP
<DOWNARROW> - MOVE CURSOR DOWN
<LEFTARROW> - MOVE CURSOR LEFT
<RIGHTARROW>  MOVE CURSOR RIGHT

<DELETE> ---- DELETE SELECTION AT CURSOR
<BACKSPACE> - DELETE LEFT OF CURSOR
<TAB> ------- SPACE TO NEXT TAB STOP
<CTRL><b> --- BEGIN TEXT BLOCK SELECTION
<CTRL><c> --- COPY SELECTED TEXT BLOCK
<CTRL><x> --- CUT SELECTED TEXT BLOCK
<CTRL><v> --- PASTE SAVED TEXT BLOCK
<CTRL><f> --- TOGGLE FONT RENDERINGS

<ESCAPE> previous menu
```

KEYS FOR FREE-FORMAT WITH RUN SCREEN

```
=== CUES FREE FORMAT W/RUN SCREEN ===

<CTRL><f> ---- TOGGLE FONT RENDERINGS
<UPARROW> ---- MOVE RUN-TIME GROUP UP
<DOWNARROW> -- MOVE RUN-TIME GROUP DOWN
<LEFTARROW> -- MOVE RUN-TIME GROUP LEFT
<RIGHTARROW> - MOVE RUN-TIME GROUP RIGHT
<SHIFT><F2> -- TOGGLE OBSERVATION ON/OFF
<SHIFT><F4> -- TOGGLE ARROW ON/OFF

<ESCAPE> previous menu
```

CUES GXP HELP

```
=========== CUES GXP HELP ===========

<CTRL><f> ------ TOGGLE FONT RENDERINGS
<ALT><CTRL><g> - TO/FROM EQUIPM CONFGRTN
<F1>         --- HELP

<ESC>        --- MAIN MENU
```

- Press <CTRL><f> to cycle through the font renderings. There are four selections: EBW, HBW, WWB, BBW. The three letters are abbreviations for the background color, outline color and character color used for the text that is overlaid on the video display. E refers to external, meaning that the video is passed through (transparent). W refers to white, B refers to black and H refers to half-tone.
- Press <ALT><CTRL><g> to move to/from the Equipment Configuration screen.
- Press <F1> to display the GXP Help screen.
- Press <ESC> to move to the main menu.

CUES LAMP II HELP

```
=========== CUES LAMPII HELP ===========
The following hot keys are only valid
when the LAMPII Transporter/Camera are
being used.

<ALT><F10> ----- TOGGLE LATERAL DISTANCE
<ALT><CTRL><v> - TOGGLE VIEW MAIN/LAMPII
<ALT><d> ------- PRESET LATERAL DISTANCE
<ALT><z> ------- ZERO LATERAL DISTANCE
The following only work with the Micro
Pan & Tilt
<SHUTTER>+<DPAD +/-> Raise/Lower floods
<IRIS>+<DPAD +/-> Raise/Lower spots

<ESCAPE> previous menu
```

CUES CUTTER HELP

```
========= CUES KEYS FOR CUTTER =========
Left joystick vert : UP/DN CUT
Right joystick horz : CCW/CW CUT
Right joystick vert:FWD/REV CUT DRV
IRIS+DPAD +/- : Raise/lower UP/DN CUT
SHUTTR+DPAD +/- : Raise/lower CCW CUT
FOCUS+DPAD +/- : Raise/lower FWD/REV CUT
LIGHTS+DPAD +/- :Raise/lower flood lgts
LIGHTS+DPAD 0/1 : Raise/lower spot lgts
DIAGNOSTICS+DPAD +/- : Pan up/down
ZOOM+DPAD +/- Focus near/far
Right joystick button : Pan home
VIEW : Toggle camera view
LIFT : Toggle btwen cut/drive on FWD/REV
F11 : Toggle display of cut speed %

<ESCAPE> previous menu
```
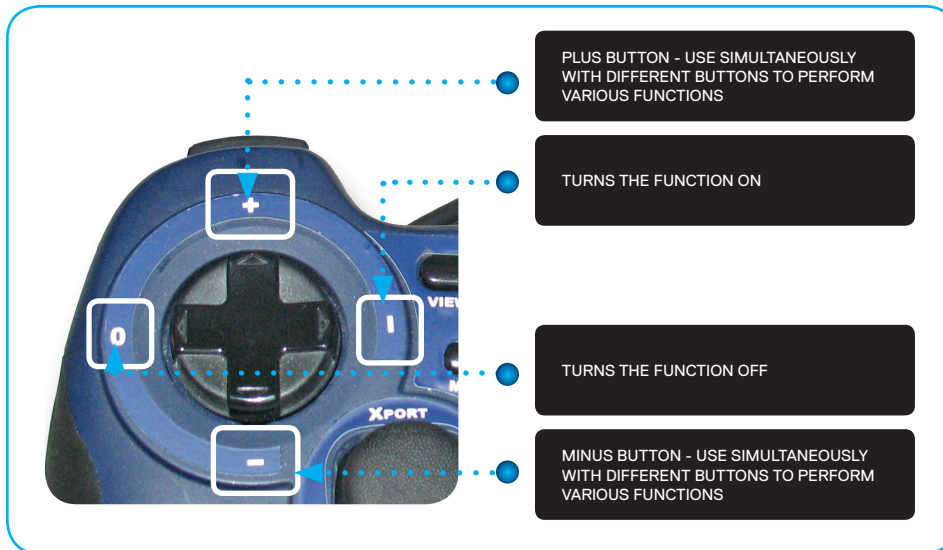
CUES TEST CONTROLLER HELP

```
===== CUES TEST CONTROLLER HELP =====
The following hot keys are only valid
on the Test Controller screen.

<CTRL><ALT><j>- SAVE XPORT JOYSTICK OFFS
```

- Press <CTRL><ALT><j> to save the values of the gamepad transporter analog sticks. The negatives of these values will then be added to all gamepad transporter analog stick values until the next power cycle of the system. This feature is to be used only if the gamepad's analog sticks are exhibiting 'creep', whereby when at rest, there values are not close enough to zero.

CUES

CUES LOGITECH GAME PAD FUNCTIONS
WHEN USING A CUES TRANSPORTER/CAMERA
(If using a LAMP II OR CURRAHEE CUTTER, refer to Quick Card P/N's LM912 & CK912)

PLUS BUTTON - USE SIMULTANEOUSLY WITH DIFFERENT BUTTONS TO PERFORM VARIOUS FUNCTIONS

TURNS THE FUNCTION ON

TURNS THE FUNCTION OFF

MINUS BUTTON - USE SIMULTANEOUSLY WITH DIFFERENT BUTTONS TO PERFORM VARIOUS FUNCTIONS

PRESS IN COMBINATION WITH THE DPAD + TO RAISE THE CAMERA LIFT

PRESS IN COMBINATION WITH THE DPAD - TO LOWER THE CAMERA LIFT

PRESS IN COMBINATION WITH THE DPAD 1 TO SAVE THE CRUISE CONTROL VOLTAGES

PRESS TO TOGGLE BETWEEN THE FRONT-VIEW, LATERAL, AND REAR-VIEW CAMERAS

CUES

CUES LOGITECH GAME PAD FUNCTIONS
WHEN USING A CUES TRANSPORTER/CAMERA
(If using a LAMP II OR CURRAHEE CUTTER, refer to Quick Card P/N's LM912 & CK912)

WHILE PRESSING THE IRIS BUTTON, SIMULTANEOUSLY PRESS THE PLUS / MINUS BUTTONS TO OPEN/CLOSE THE IRIS

WHILE PRESSING THE SHUTTER BUTTON, SIMULTANEOUSLY PRESS THE PLUS OR MINUS BUTTONS TO SHUTTER FAST/SLOW TO ENABLE VISIBILITY IN LOW-LIGHT CONDITIONS

WHILE PRESSING THE FOCUS BUTTON, SIMULTANEOUSLY PRESS THE PLUS OR MINUS BUTTONS TO FOCUS THE CAMERA NEAR/FAR. ALSO, PRESS THE FOCUS BUTTON AND THE "ON" BUTTON SIMULTANEOUSLY TO AUTO-FOCUS

WHILE PRESSING THE ZOOM BUTTON, SIMULTANEOUSLY PRESS THE PLUS OR MINUS BUTTONS TO ZOOM THE CAMERA IN/OUT

USE THE JOYSTICK TO MOVE THE TRANSPORTER. PRESS TO STOP THE TRANSPORTER.

USE THE JOYSTICK TO MOVE THE CAMERA. PRESS TO MOVE THE CAMERA TO THE HOME POSITION.

WHEN MOVING THE JOYSTICKS, NO VOLTAGE WILL BE APPLIED UNTIL THE OPERATOR HAS MOVED THE JOYSTICK APPROXIMATELY 20% AWAY FROM THE CENTER. THIS MAKES IT SO THAT THE TRANSPORTER DOESN'T HAVE ANY VOLTAGE APPLIED UNTIL THE OPERATOR ACTUALLY WANTS TO MOVE THE TRANSPORTER.

CUES

CUES LOGITECH GAME PAD FUNCTIONS
WHEN USING A CUES TRANSPORTER/CAMERA
(If using a LAMP II OR CURRAHEE CUTTER, refer to Quick Card P/N's LM912 & CK912)

WHILE PRESSING THE REEL BUTTON, SIMULTANEOUSLY PRESS THE PLUS OR MINUS BUTTON TO MOVE THE REEL FASTER / SLOWER SPEED

PRESS THE REEL AND "ON" BUTTONS SIMULTANEOUSLY FOR PAYOUT MODE

PRESS THE REEL AND "OFF" BUTTONS SIMULTANEOUSLY FOR RETRIEVE MODE

DIAGNOSTICS   REEL/RETRACT
        LAMP II
CRUISE   LIGHTS/EXTEND

WHILE PRESSING THE LIGHTS BUTTON, SIMULTANEOUSLY PRESS THE PLUS OR MINUS BUTTON TO ILLUMINATE THE EXTERNAL LIGHTS BRIGHTER OR DIMMER

PRESS THE LIGHTS AND ON / OFF BUTTONS TO TURN THE INTERNAL LIGHTS ON/OFF

PRESS IN COMBINATION WITH THE DPAD 1 TO TURN CRUISE CONTROL ON

PRESS IN COMBINATION WITH THE DPAD 0 TO TURN CRUISE CONTROL OFF

PRESS IN COMBINATTION WITH THE DPAD + TO RAISE THE CRUISE CONTROL VOLTAGE

PRESS IN COMBINATION WITH THE DPAD - TO LOWER THE CRUISE CONTROL VOLTAGE

PRESS TO DISPLAY THE INTERNAL DIAGNOSTICS SYSTEM.

XBOX 360 CONTROLLER FUNCTIONS

The Xbox 360 Controller functions are identical to those of the Logitech Gamepad, aside from the exceptions shown below.

1. 'GUIDE' button: To turn the controller on, press and hold down this button until the ring of LEDs around it begin flashing. The flashing will stop, and the LED in the top-left quadrant will remain lit when the controller is connected to the system.

2. The two 'CONNECT' buttons (one on the wireless receiver and one on the controller): To connect the controller to the system, perform the following steps. NOTE: This is only necessary if the ring of LEDs around the 'GUIDE' button are flashing continuously.

    a. Make sure that the wireless receiver is plugged into a USB port on the K2/K3 and its LED is lit.
    b. Press and hold down the 'CONNECT' button on the wireless receiver until its LED begins flashing.
    c. Press and hold down the 'CONNECT' button on the controller until the ring of LEDs around the 'GUIDE' button start spinning. The controller is connected to the system when the LEDs stop spinning, flash a few times, and the one in the top-left quadrant remains lit.

Several wired and wireless controllers will work with the system and may be available in a critical situation from a local electronics vendor, such as a Radio Shack, Best Buy or Walmart. However, only controllers purchased through CUES will have labels and are guaranteed to have been tested with the system.

The controllers that will work with the K2/K3:
- Wired Logitech Dual-Action
- Wired Logitech RumblePad 2
- Wired Microsoft Xbox 360
- Wireless Logitech RumblePad 2
- Wireless Microsoft Xbox 360
- Logitech Wireless F710
- Logitech Wired F310

Note that this also gives the priority that controllers are given, in the event that more than one is connected to the K2/K3 at a time. (It's common for customers to have both a wireless and a wired controller available. If the batteries go dead on the wireless, the wired controller can still control the transporter, camera and lights). The system will read the highest priority controller if more than one is connected at a time. Every two seconds the system detects if any controller has been connected or disconnected and determines which controller should be read from.