



**4 SELECT**  
Unique sound cues for Next, Back, Screen blank.  
**Check I I**  
A brief local alert  
**Command II I...**  
Intrusive prompt  
**Announce II... II...**  
Melodic note group

**5 AUTO COMMAND**  
Engage or disengage USB connection to either or both computers without rebooting. Remotely control presentation software.

**6 YELLOW LIGHT**  
Corresponds to screen blank. Light stays on until any key is pressed.

**1 CHANNEL**  
Set for multi-unit proximate use. 16 channels available. Match channel on cue light and actuator.

**2 RJ45 Jack**  
For cue light interconnections with Cat 5 cable

**3 XLR Jack**  
For cue light interconnections using microphone (XLR) cable.

**4 Sound Volume Control**  
Adjusts volume of cue light sound to 3.5 mm side jack (No 6) and to 4-pin side XLR jack for belt-pack intercom headset. (Note: Does not affect volume of communications to the headset.)

**6 Output 3.5 mm Headset Jack**  
Stereo jack outputs programmable sounds that correspond to Forward, Back and Screen Blank commands.

**6 Output XLR Headset Jack**  
Output to belt-pack intercom headset with cue light sounds combined with unchanged intercom communications.



**7 Slave-Master Switch**  
When two or more cue lights are connected by wire (Cat-5 or XLR cable), set one cue light as "Master" and the other(s) as "Slave." Only the Master cue light receives the transmitter's signal.

**8 USB PORTS**  
For direct computer connection. Cue light sends commands "Right Arrow," "Left Arrow" and "B" via keyboard emulation, thus preserving mouse functionality. **Note:** These keystrokes are programmable. See [Cue Light Programmer](#) to download programmer application.

**9 Power Jack**  
Use DSAN-supplied 12V power supply (center pin +).

**10 MONITOR AUDIO INPUT**  
Accepts stereo 3.5 mm phono plug. Allows operator to monitor stage presentation. Cue light sounds may be combined with this input

**11 HEADPHONE OUTPUT**  
Operates independently of onboard speaker. Combines cue sounds with audio input with matched volume.

