Cuefinger – Manual

Cuefinger 1 gives you the possibility to remote control Universal Audio's Console Application via Network (TCP).

In a recording studio this gives the studio musician the possibility to access the cue mix via a linux or windows tablet. Multiple connections from different devices at the same time are possible. E.g using an UA Apollo interface with 4 cue busses together with 4 tablet-pcs makes it possible for 4 musicians to each control their individual cue mix.

Installation

Android

Sideload APK

You can download the apk-file here:
https://github.com/franqulator/cuefinger/tree/main/build/android

Linux

You can install it from the snap-store

> sudo snap install cuefinger

or download it from github and use a binary version or compile it yourself:

https://github.com/franqulator/cuefinger

Extract the archive and run the executable from the folder *ubuntu_x64*. If you are on Linux 32Bit you can try the one in the folder *mint_x86*. But depending on the Linux distribution you use it could be that you have to compile it yourself.

Windows 10/11

Download it from github and use a binary version or compile it yourself:

https://github.com/franqulator/cuefinger

Extract the archive and run the executable from the folder *win_x64* if you are on Windows 64Bit otherwise *win_x86*.

Uninstall

Linux: If you installed it from the snap-store, uninstall with snap-store:
> sudo snap remove cuefinger

otherwise just delete the application folder and the folder with the settings and log in the user folder

Windows: just delete the application folder and the folder with the settings and log in the user folder

Folder with Settings and Logfile

You should be able to find them here:

Windows: USER\AppData\Roaming\franqulator

Linux: USER/.local/share/franqulator/cuefinger/ or
USER/snap/cuefinger/current/.local/share/franqulator/cuefinger/

But it depends on your OS/disctribution/configuration.

Start

If you start Cuefinger for the first time it will run with default settings. At closing, the file called *settings.json* in the user folder will be created. You can edit the settings which will be used the next time you run Cuefinger.

At default, Cuefinger scans your network for UA Consoles to connect to. It automatically connects to the first one that it can find. If there are more than one, they are added to the connection button list on the right top.

Some firewalls can be irritated by the network scan. You can turn it of by adding the IP or hostname of the computer running the UA Console to the serverlist in the *settings.json.*

Settings

Settings can now be adjusted by the settings dialog.

(You can still edit the settings.json if you wan to:

The following settings will be **saved at closing** (if lock_settings is false):

- windowsize/-state

- channel-width

The following settings **can be edited**:

- *lock_settings: true* or *false*
  settings.json will not be updated at closing

- *lock_to_mix*: e.g. *CUE 1, HP, AUX 1, MIX, ..); casesensitiv!*
  allow the user to access only one mix

- *reconnect_time*: time in ms after Cuefinger tries to reconnect to the server after the connection was lost. If set to 0 than Cuefinger will not try to reconnect. (Default is 10000)

- *extended_logging*: log all outgoing and incoming messages, can help to find errors but should be *false* since it slows down performance

- *serverlist*: e.g. *192.168.178.2* or *MyStudioPC* …
  add up to 3 ips/hostnames of computers in your network that run UA Console
  if all server-strings are empty, Cuefinger does a network scan at startup)

No Servers found/ connection issues

The tablet/pc running cuefinger has to be in the same network as the computer running UA Console.

Check if the firewall is blocking one or both of the apps.

Selecting Channels (show/hide)

You can select which channels should be visible by clicking the button *Select channels.*

Tip: You can swipe to hide/show multiple channels

Sometimes it's necessary to show/hide channels on all running Cuefingers. You can do so by adding a sufix to the channel name. ?h will hide the channel and ?s will show it on all connected Cuefingers. In Cuefinger's channel selection mode they will appear as *locked.*

E.g. a channel name *Click?s* will be visible on all Cuefingers, *Roommic?h* will be hidden on all Cuefingers.

You can combine these with colorcodes: e.g. Violin?sb

You do rename the channels in UA Console, so you are able to show/hide channels to the musician in the recording room without getting up. ;)

Hold the *Select Channels* button for 4s to select (show) all channels, hold it for 8s to unselect (hide) all channels.

Reorder Channels

You can reorder channels by clicking *Reorder channels* and dragging the channels. You can reset the channel order by holding the *Reorder channels* button for 4 sec.

Colorcoding

You can assign colors to the channels via the channel name (in UA Console). You just need to add a *?* and a color flag at the end of the channel name. e.g. *Vocals?p* dyes the label and fader to purple.

r = red, g = green, b = blue, y = yellow, o = orange, p = purple, bl = black

Groups

Especially if you record drums it can be handy to group the channels, what can be done by assinging the channels to one of the two mix-groups.

Tip: You can swipe to assign multiple channels

Mute/Solo

Tip: You can swipe to mute/solo multiple channels

All Mute

Pressing *Mute all* mutes all channels including AUX and MASTER. If *Lock to mix*

is enabled, only the channels in that mix are muted. Pressing *Mute all* again restores the former mute states of the channels, means channels that have been muted before stay muted.

To unmute all channels, including thos that have been muted before pressing *Mute all*, hold *Mute all* for 4s.

Donations

If you like and use Cuefinger you can donate by buying one of my songs on franqulator.de (via franqulator.bandcamp.com).

Contact/Reports

I hope you like this app. Feel free to contact me at github: https://github.com/franqulator/cuefinger