

Overview

CueServers are powerful lighting control and show playback processors designed to be completely self-contained and extremely cost effective. Available in a series of models, these powerhouse controllers provide limitless solutions to the lighting professional.

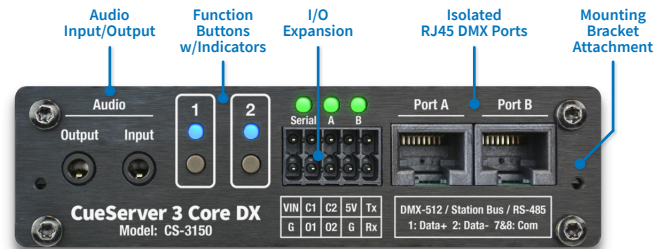
CueServer 3 Core is the smallest and most cost-effective of the CueServer 3 models and is housed in a rugged anodized aluminum enclosure suitable for desktop use or panel, DIN, or truss mounting using optional bracket kits.

All CueServer 3 Core processors are built around a high-performance quad-core CPU, custom I/O coprocessor, and Gigabit-capable Ethernet to run the most demanding projects up to 65,536 channels, generate beautiful effects, and to host your custom designed layouts to touchscreens and mobile devices with ease.

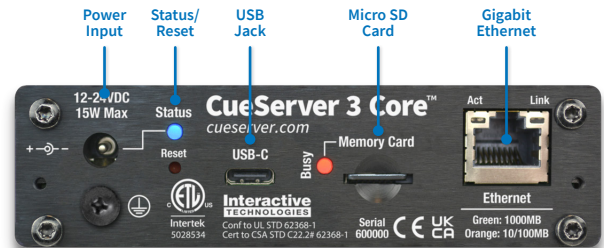
The **CueServer 3 Core DX** variant (CS-3150) additionally features two built-in isolated RJ45 DMX ports that can be configured as either DMX Inputs or Outputs. The DX model includes expanded I/O features including contact closure inputs, digital outputs, RS-232 serial, user-definable function buttons with RGB indicators, and stereo audio input/output for playing sound effects or music, or SMPTE timecode input.



CS-3150
CueServer 3 Core DX



Front Panel



Rear Panel

Features

- Completely self-contained lighting playback, architectural processor, and DMX fade engine with effects generator
- Seamless handling of Cue Lists, Presets, and Streams
- Control of up to 128 universes of DMX or 32 independent playback timelines
- Dynamic patching of up to 65,536 channels to 128 separate sACN, Art-Net, or KiNET universes
- Built-in isolated RJ45 DMX ports configurable as inputs or outputs
- Front-panel configurable function buttons with RGB indicator LEDs
- Creation of lighting scenes directly or capture from external sources
- Powerful CueScript scripting language
- Real-Time clock with astronomical and calendar events
- Built-in web server for hosting custom interactive web pages
- Multi-show storage on removable microSD memory card
- System integration via Ethernet, Serial, Digital I/O, and Audio
- Compatible with CueStation buttons and Insite touchscreens
- Easy interfacing with Crestron, AMX, Vantage, Control 4, Medialon, Savant and other automation systems
- Native programming environment for both Mac and Windows
- Small anodized aluminum enclosure with optional brackets

Applications

- Commercial or Residential
- Architectural or Entertainment Lighting
- Themed Entertainment Venues
- Cruise Ships
- Museums
- Broadcast Studios
- Water Fountains
- Trade Shows
- Building Management

Interactive Technologies, Inc.

5295 Lake Pointe Center Drive
Cumming, GA 30041 USA
1-678-455-9019
interactive-online.com

Catalog #:

Prepared by:

Project:

Date:

Specifications

Feature	Detail	Description	
Installable Options	DMX Channels	2,048 Channels (Standard) Up to 65,536 Channels may be licensed	
Capacity (per Show)	Universe Patching	128 sACN, Art-Net, or KiNET universes	
	Playbacks	Up to 32, depending on number of Channels ¹	
	Cues	1,000,000 per Cue Stack*	* Note: These parameters may be limited by available SD Card storage space
	Cue Stacks, Web Content, Audio Clips	Unlimited*	
	Groups, Macros	100,000 each*	
	Stations, Timers, Rules, MIDI Events, Serial Triggers	1,000 each*	
	Zones (Rooms)	100*	
Protocols	Ethernet	UDP, TCP, HTTP, TELNET, NTP, sACN, Art-Net, KiNet v1/v2, CueScript, CueStation	
	Serial	User-Defined ASCII, CueScript, CueStation	
Connections	Power	2.1mm DC Power Input Jack	
	Network	RJ45 10/100/1000 Base-T Ethernet	
	DMX	(2x) Bi-directional RJ45 DMX ports	
	I/O	10-Position Pluggable Terminal Block for 2 Contact Closure Inputs, 2 Low-Voltage Digital Outputs (500mA each), RS-232 Serial Port, Auxiliary 5VDC Output (200mA Max), and DC Power In/Out (VIN)	
	Audio	(2x) 3.5mm (1/8") audio jacks for stereo audio input and output	
	USB	USB-C Host Port	
User Interface	Function Buttons	(2x) User-Defined Function Buttons with RGB LEDs	
Power	Input	12-24VDC, 4.7 Watts Max	
Memory	Removable Card	Micro SD (FAT32 formatted cards up to 2TB)	
Real Time Clock	Type	Battery-backed, 1 second resolution, less than +/-5ppm drift	
	Synchronization	Automatic using Network Time Protocol (NTP)	
	Event Triggers	Time of day, day of week, day of month, week of month, year, date range, astronomical time (relative to sunrise or sunset +/- specified offset)	
Compliance	Standards	cETLus, CE, UKCA, RoHS, CB Scheme, FCC 47 CFR Part 15 Subpart B, IC ICES-003, IEC 61000-3-2, IEC 61000-3-3, IEC 61000-6-1, IEC 61000-6-3, IEC 62368-1	
Physical	Width	4.27" (109 mm) without mounting brackets 4.81" (122 mm) with vertical mounting bracket 5.13" (130 mm) with vertical DIN mounting bracket 6.15" (156 mm) with horizontal mounting brackets	
	Length	3.43" (87 mm)	
	Height	1.18" (30 mm)	
	Weight	0.55 lbs. (0.25 kg)	
Environmental	Operating Temperature	-13° to 158° F (-25° to 70° C)	
	Storage Temperature	-40° to 176° F (-40° to 80°C)	
	Humidity	5 to 95%, non-condensing	
	Altitude	10,000 feet maximum	

Ordering

CueServer 3

CS-3150

CueServer 3 Core DX

Includes CueServer 3 Core DX with power supply, pluggable terminal block, and 2,048 channel license

CS-3150-AUST

Same as above w/Australian PSU

CS-3150-EURO

Same as above w/Euro PSU

CS-3150-UK

Same as above w/UK PSU

CS-LICENSE-(xxx)

Channel License

Expanded channel licenses, available in 8, 16, 32, 64, and 128 universe tiers

CS-UPGRADE-X2

Channel License Upgrade

Upgrades existing CueServer license by doubling licensed channels

Optional Mounting Bracket Kits

AX-BR-HMK

Horizontal Mounting Kit

AX-BR-HDK

Horizontal DIN Rail Kit

AX-BR-VMK

Vertical Mounting Kit

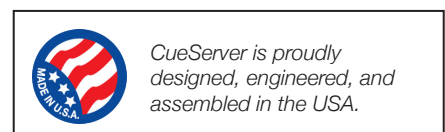
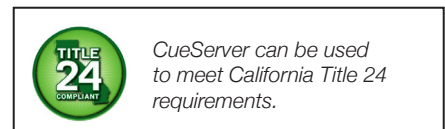
AX-BR-VDK

Vertical DIN Rail Kit

Software

Interactive Studio

Programming software for CueServer for both MacOS and Windows may be downloaded for free from interactive-online.com.



† Available universes are set by the configured playback count (128 universes @ 1 playback ... 4 universes @ 32 playbacks) and cannot exceed the licensed tier. See documentation for full table. Specifications subject to change without notice. Interactive Technologies is not responsible for errors or omissions. All trademarks are the property of their respective owners. Copyright © 2022-26, Interactive Technologies, Inc. All rights reserved worldwide.