



Operations Manual (English)

Version: 1.0 / 1.1
Build Baseline: 64
Date: 2026-04-12

1. What OrangeCue Is

OrangeCue is a synchronized multi-device playback suite for shared Vision Pro show operation. The suite includes:

1. OrangeCue **Hub** (macOS) OrangeCue (**2 Clients**) APPSTORE / OrangeCue Event (**10+x Clients**) www.FxFactory.com
2. OrangeCue **iHub** (iPad) APPSTORE
3. OrangeCue **Client** (visionOS) APPSTORE
4. OrangeCue **Phone** (iPhone) APPSTORE
5. OrangeCue **Watch** (watchOS) APPSTORE
6. OrangeCue **APMP Drop** (macOS converter) inc. OrangeCue
7. OrangeCue **Cable Uploader** (macOS) inc. OrangeCue Event + APPSTORE
8. OrangeCue **StreamDeck Plugin** + Preset (Download from the support website)

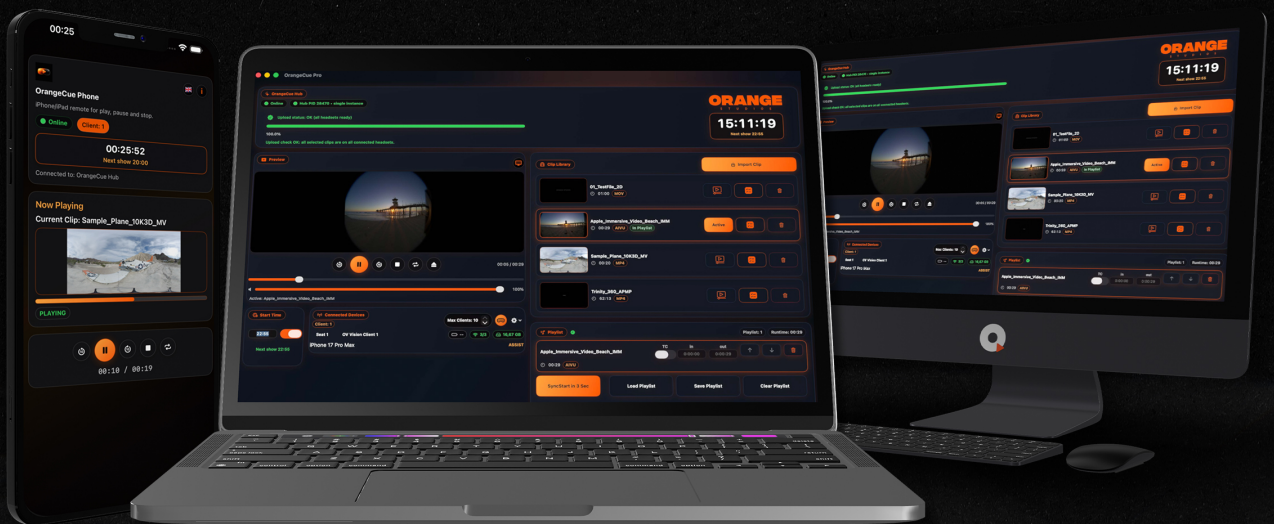


2. System Requirements

1. All devices must be on the same local network.
2. Use only one active control hub at a time:
OrangeCue Hub (Mac), or
OrangeCue iHub (iPad).
3. Ensure enough free storage on all clients.
4. Grant permissions when prompted:
iPad/iPhone: Files and Photo Library access.
macOS: file/folder access for media import.

3. Core Concepts

1. Library vs Playlist:
Library = all imported clips.
Playlist = show playback order.
2. Upload readiness:
Hub checks whether selected playlist clips exist on all connected clients.
3. Sync start:
Manual start or scheduled start.
3-2-1 synchronized launch for all connected clients.
4. Seamless playback:
The player continues directly to the next playlist clip.
Playback ends only after the final playlist clip.
5. Start screen behavior:
Clients can show either Welcome mode or looped start video mode.

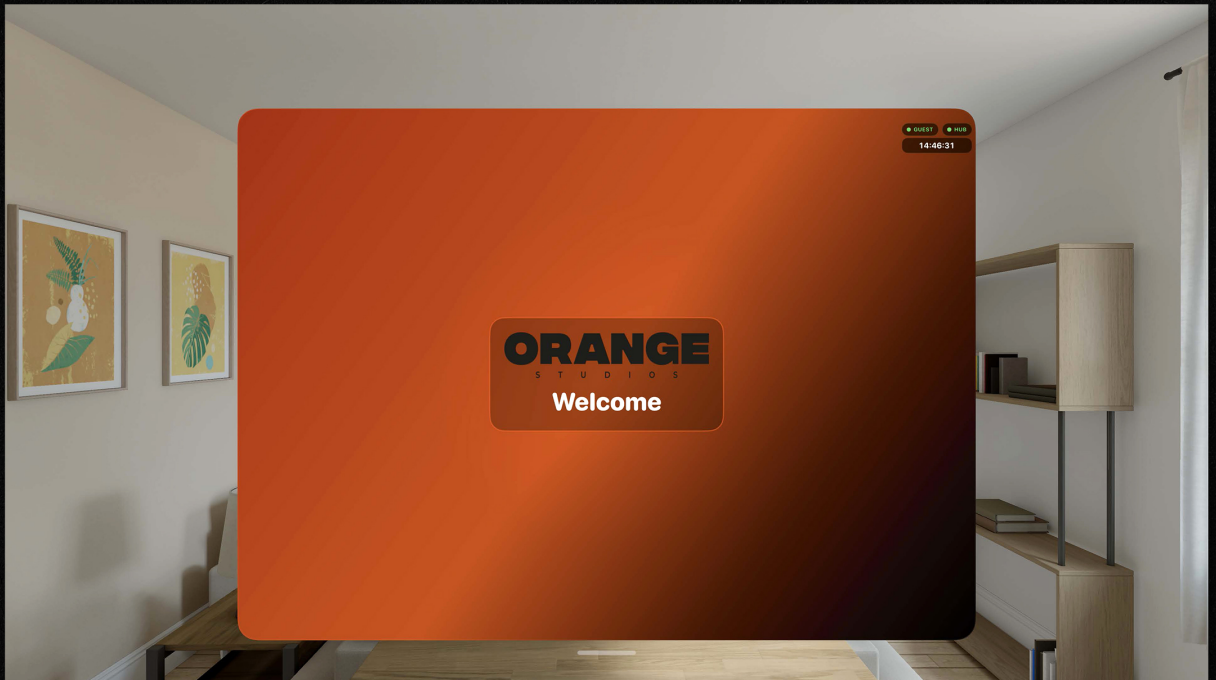


4. App Overview

4.1 OrangeCue Client (visionOS)

Main headset playback app. Key functions:

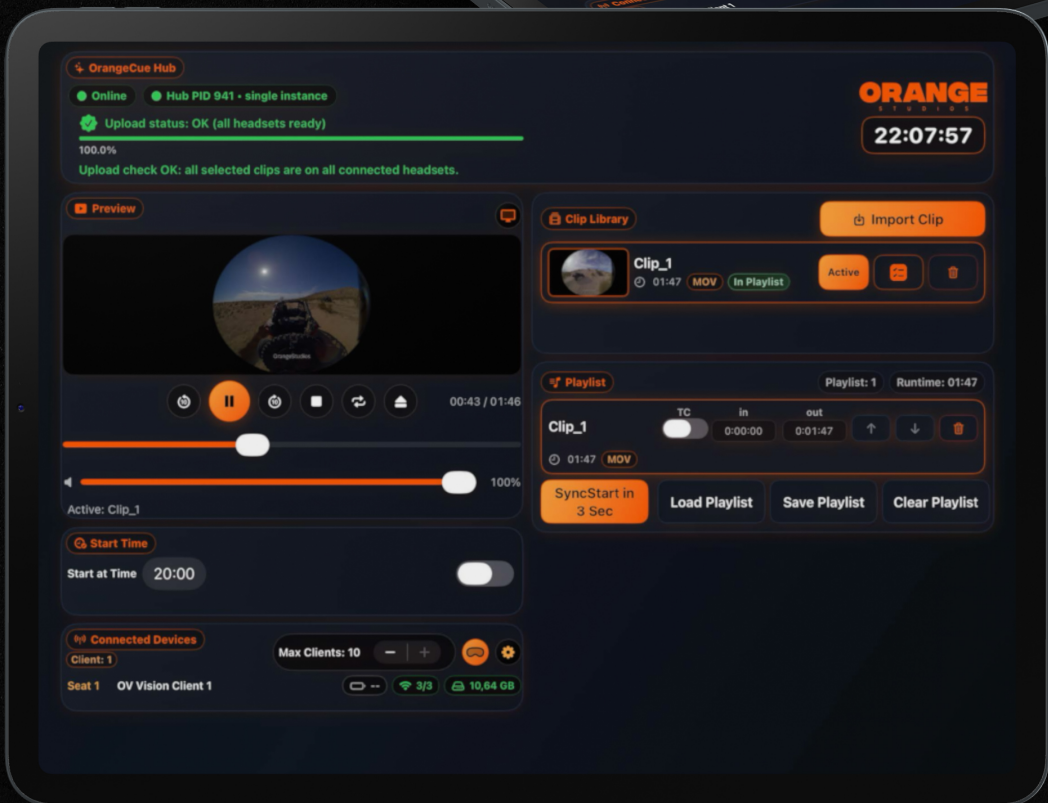
1. Receives clips and control state from the active hub.
2. Plays synchronized playlist content.
3. Displays Guest/Hub indicators and clock.
4. Supports Welcome mode or looped start video mode.
5. Auto-resyncs joining clients to current timeline position.



4.2 OrangeCue iHub (iPad)

iPad touch-first hub with full show control. Key functions:

1. Clip library management.
2. Playlist build/reorder/start/stop.
3. Upload and readiness checks.
4. Scheduled start controls.
5. Start Configuration (logo/text/video) upload and reset.
6. Max Clients control with inline +/-.



4.3.1 OrangeCue Phone (iPhone)

Mobile remote for show transport.

Key functions:

1. Hub connection status.
2. Current playback info.
3. Play/Pause, Stop, -10s, +10s controls.
4. 4



4.3.2 OrangeCue Watch (watchOS)

Fast wrist remote linked to VisionCue Phone.

Key functions:

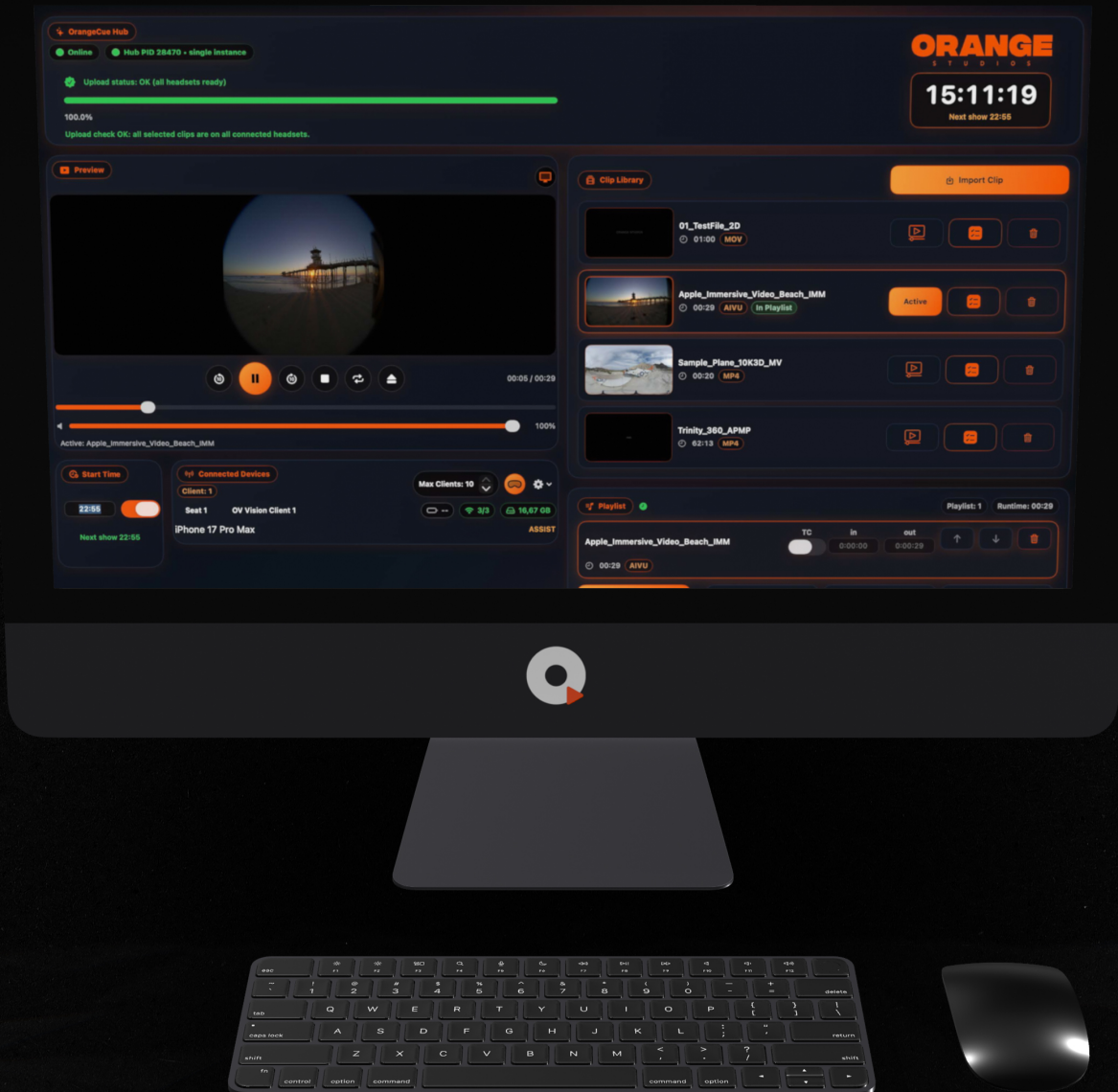
1. Online/offline status.
2. Clip and time display.
3. Play/Pause, Stop, -10s, +10s controls.



4.5 OrangeCue Hub (macOS)

Primary desktop control desk Note:

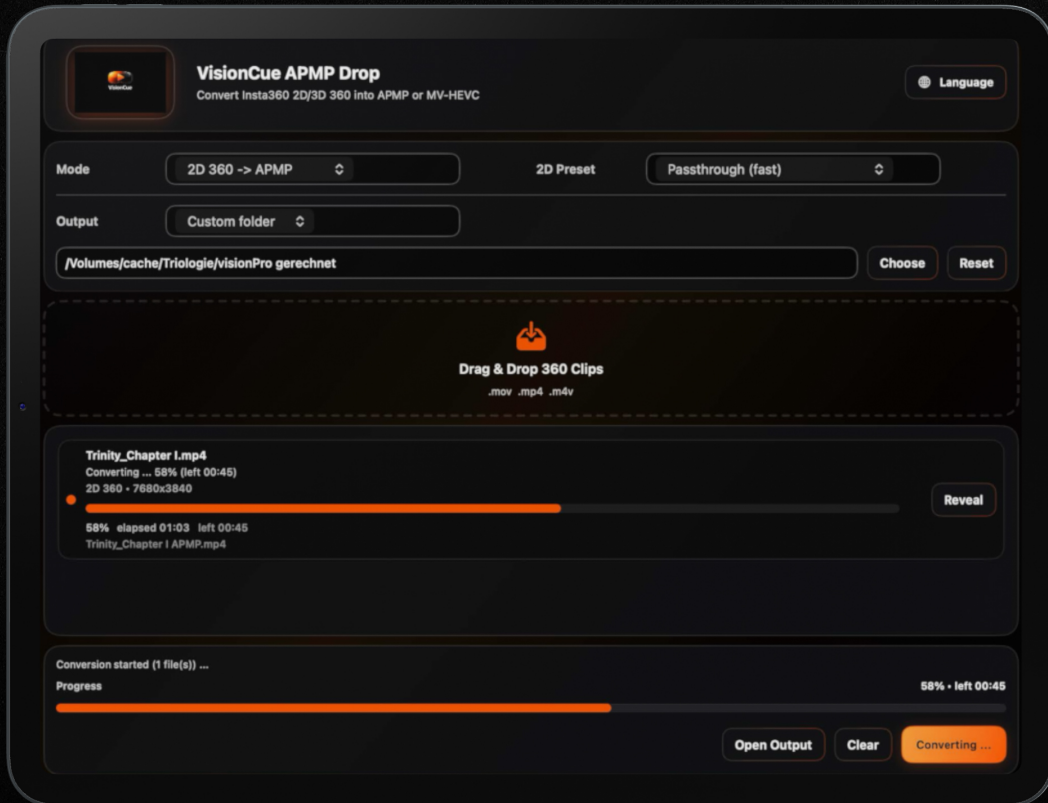
- Hub and iHub share the same operational control model (library, playlist, sync, start configuration, logs, language/info controls).



4.6 OrangeCue APMP Drop (macOS) Converter utility for 360 media packaging.

Note:

- APMP Drop UI capture is not included in this export set.
- Full operation is documented in Section 8.



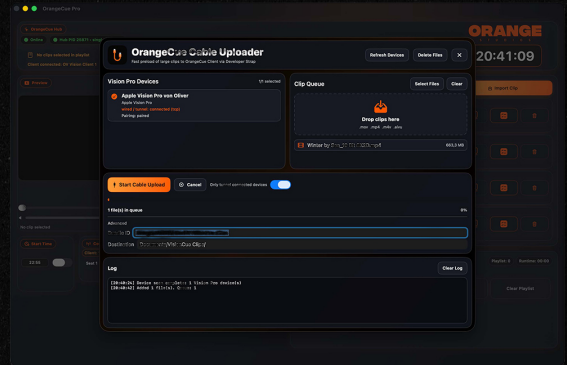
4.7 OrangeCue Cable Uploader

4.7.1. Purpose

OrangeCue Cable Uploader is a macOS tool for fast clip transfer to VisionCue Client on Apple Vision Pro using a wired developer connection (Developer Strap / USB-C path). It is designed for large files where Wi-Fi upload is too slow or unstable.

4.7.2. Start and Connect

1. Launch `OrangeCue Cable Uploader`.
2. Connect Vision Pro via developer cable/strap.
3. Click `Refresh Devices`.
4. Select one or more Vision Pro devices in the left panel.
5. Keep `Only tunnel connected devices` enabled for safest operation.



4.7.3. Add Clips

1. Click `Select Files` or drag & drop files into the queue.
2. Supported files: mov, mp4, m4v, aivu`.
3. Verify queue and file sizes before upload.

4.7.4. Upload Settings

In `Advanced`:

- `Bundle ID`: must match the Client app container.
- `Destination`: default is `Documents/VisionCue Clips/`.

Note:

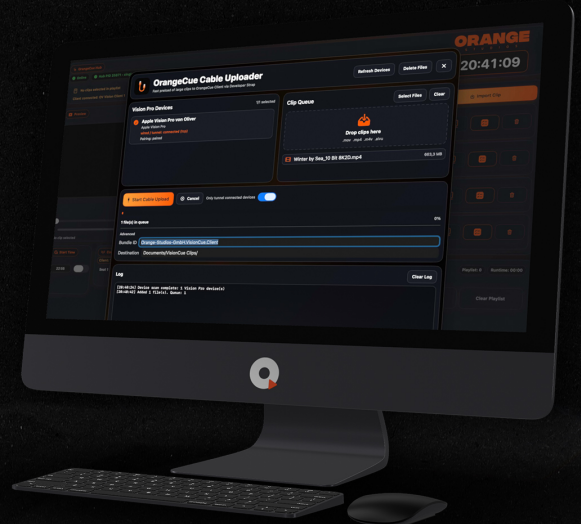
- The uploader now writes to an explicit destination file path (` folder + filename`) to avoid ambiguous copy behavior with trailing slashes.

4.7.5. Run Upload

1. Click `Start Cable Upload`.
2. During upload you see:
 - Global progress `%`
 - Status line (`Uploading <file> -> <device>`)
 - Running time
 - Overall ETA
 - Job counter (`Job x/y`), Per-file progress:
 - file %
 - bytes transferred / total bytes
 - current speed (MB/s)
 - file ETA
3. Use `Cancel` to stop immediately.

4.7.6. Cancel and Restart

- `Cancel` terminates the active transfer process.
- Partial files can remain.
- Re-running upload for the same target file continues by rewriting the target file through `devicectl`.
- In testing, cancel + restart completed correctly and reached exact source byte size.



4.7.7. Connection and Lock Warnings

The app now shows a dedicated warning hint below the status line when issues are detected.

Typical hints:

- `Tunnel disconnected...`
- `Connection lost...`
- `Headset locked...`
- `Device not paired for development...`

The same hint is also written to the log.

4.7.8. Does Upload Continue If Headset Is Taken Off?

Usually yes, if the wired tunnel stays alive.

Upload may fail or pause if:

- cable/strap disconnects
- tunnel drops
- headset locks/sleeps deeply
- developer pairing is lost

Use the warning hint and log panel to identify the exact cause quickly.

4.7.9. Troubleshooting

No device found

- Check cable and Developer Strap.
- Click `Refresh Devices`.
- Verify headset is paired in Xcode.

Upload starts but appears stuck

- Check whether file bytes are increasing in the per-file row.
- Look for warning hint (`Tunnel disconnected`, `Headset locked`, etc.).
- Reconnect cable and retry.

Permission / container errors

- Confirm `Bundle ID` is correct.
- Confirm VisionCue Client is installed on the target device. Unexpected copy target behavior
- Keep destination as folder path (`Documents/VisionCue Clips/`).
- Do not manually append strange separators.

4.7.10. Best Practice for Large Files

1. Use wired upload whenever possible.
2. Upload one very large clip first and verify playback on device.
3. Keep headset awake/unlocked during critical long transfers.
4. Avoid heavy USB traffic on the same bus during upload.
5. Keep logs for diagnostics if any transfer fails.

4.7.11. Quick Operator Checklist

1. Connect Vision Pro by cable.
2. Refresh devices.
3. Confirm tunnel connected.
4. Add clips.
5. Check bundle ID and destination.
6. Start upload.
7. Monitor per-file speed and ETA.
8. If warning appears, resolve cable/tunnel/lock issue.
9. Verify uploaded file size and playback on headset.

5. Operating OrangeCue Hub / iHub

5.1 Header and Status Area

1. Online/offline state.
2. Hub lock/PID state.
3. Connected client count.
4. Max Clients setting.
5. Upload readiness/progress status.

5.2 Clip Library

1. Import local clips.
2. Verify clip name and duration.
3. Remove clips if needed.

5.3 Playlist

1. Add clips from library.
2. Reorder clips.
3. Remove clips.
4. Start/stop playback.
5. Use repeat/loop options where shown.

5.4 Preview and Transport

1. Embedded preview window.
2. Play, Pause, Stop.
3. Jump -10s / +10s.
4. Scrub timeline.
5. Current time / total duration display.

5.5 Scheduled Start

1. Enable `Start at Time`.
2. Set show time.
3. Check next show time display.
4. At target time, playback starts with synchronized 3-2-1 launch.

5.6 Start Configuration (Logo/Text/Video)

Open the Start Configuration panel from hub controls.

Supported tasks:

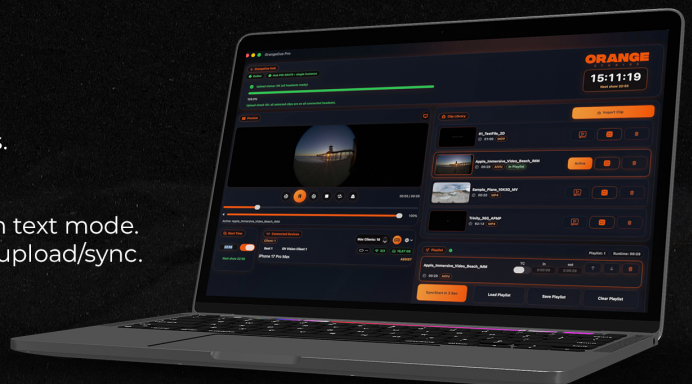
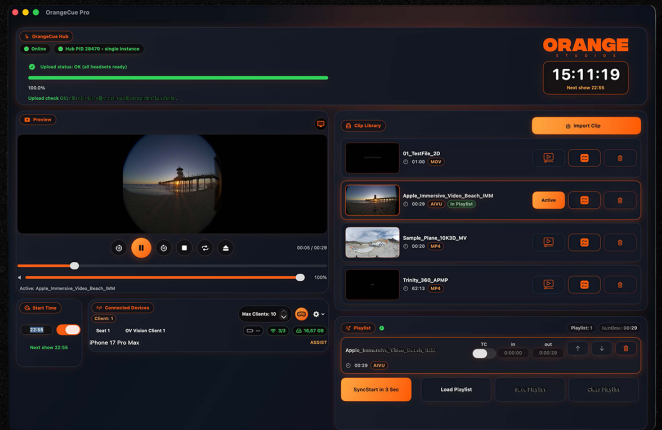
1. Preview current start logo.
2. Load and stage a replacement logo.
3. Choose text mode:
 - Standard Welcome text, or
 - Custom text.
4. Enter custom text (if enabled).
5. Optional start-loop video load.
6. `Load and Replace` to distribute to clients.
7. `Reset` to default branding/text/video.

Behavior rules:

1. You can use Welcome text mode or custom text mode.
2. Clients apply updated startup assets after upload/sync.

5.7 Logs and Utility Buttons

1. Open logs.
2. Language switch.
3. Info/legal panel.
4. Errors can be written to logs instead of displayed as bottom red alert text.



6. OrangeCue Client Operation (visionOS)

6.1 Startup

1. Launch Client.
2. Wait for hub pairing.
3. Check top status indicators.

6.2 Playback Behavior

1. Receives playlist and clip data from hub.
2. Starts in sync with all clients.
3. Moves to next clip immediately without closing player.
4. Stops only after final clip.



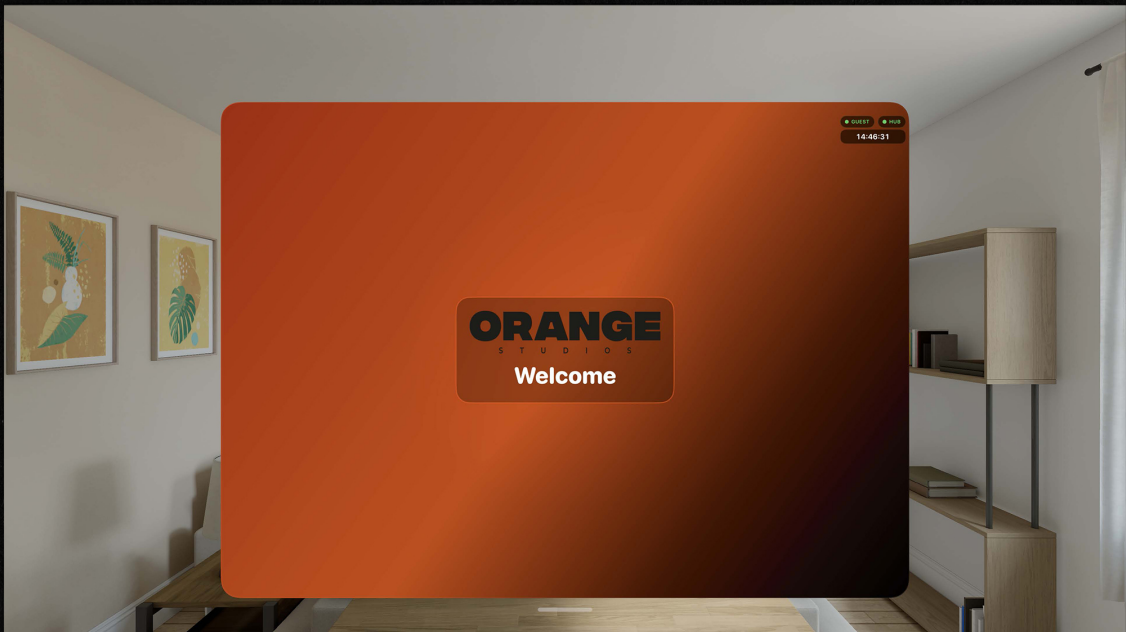
6.3 Late Join Sync

If a client connects after playlist start:

1. Hub sends current timeline anchor.
2. Client jumps to the active playback point.
3. Audio/video resync logic minimizes echo/drift in multi-headset operation.

6.4 Start Screen Modes

1. Welcome mode: Logo + text inside app frame.
2. Video mode: Looped video inside app frame.
3. Return mode after playlist: Return to configured startup mode (Welcome or Video).



7. OrangeCue Phone + Watch Operation

7.1 Phone

1. Confirm Online status.
2. Confirm current clip information.
3. Use transport controls as needed.



7.2 Watch

1. Watch receives state from Phone.
2. Use watch controls for quick intervention.
3. If watch shows Offline:
 - confirm phone app is running,
 - confirm phone is online to hub,
 - relaunch watch app if needed.



8. OrangeCue APMP Drop (Converter)

8.1 Inputs

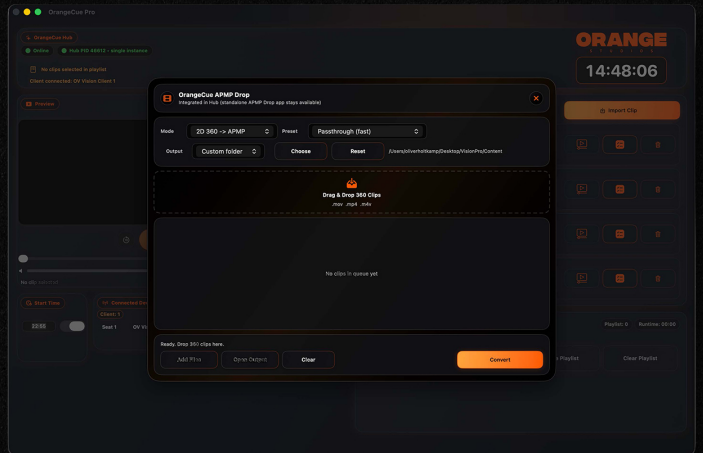
1. Drag/drop `.mov`, `.mp4`, `.m4v` files.
2. Queue-based batch conversion.

8.2 Modes

1. `2D 360 -> APMP`
2. `3D 360 -> MV-HEVC`

8.3 Presets and 3D Packing

1. 2D presets:
 - Passthrough (fast),
 - HEVC 7680x4320 (re-encode).
2. 3D presets:
 - MV-HEVC 4320
 - MV-HEVC 7680
3. 3D packing:
 - Side-by-Side
 - Over-Under



8.4 Output

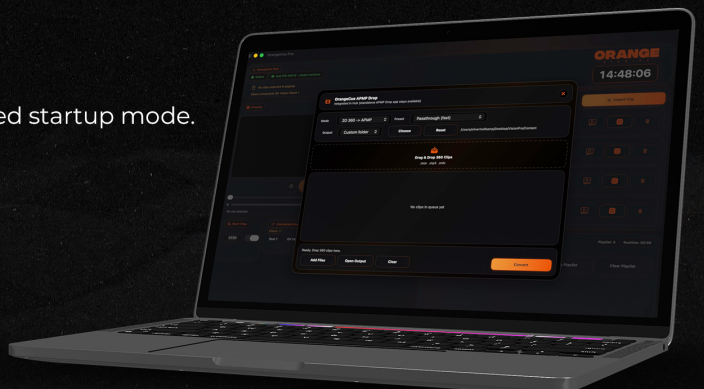
1. Save next to source file, or
2. Save to custom folder.

8.5 Progress and Queue

1. Queue item states (pending/running/done/failed).
2. Global progress bar.
3. ETA display.
4. Reset queue

9. Recommended End-to-End Show Workflow

1. Start Hub (Mac) or iHub (iPad), but not both.
2. Connect all Clients.
3. Import clips.
4. Build playlist.
5. Run upload/readiness check.
6. Configure start logo/text/video if needed.
7. Set scheduled start (optional).
8. Start show (manual or time-based).
9. Monitor status/logs during playback.
10. After final clip, clients return to configured startup mode.



10. OrangeCue Event + Stream Deck Setup

- Install OrangeCue Event (.pkg).
- Double-click the Stream Deck plugin file (.streamDeckPlugin).
- Then double-click the preset file (.streamDeckProfile).
- If actions do not appear immediately, restart Stream Deck once.



11. Troubleshooting

11.1 Lock / Single-Instance Issues

Symptom: Hub PID ... Lock missing or dual-hub conflict.

Fix:

1. Close extra hub instances.
2. Keep one active hub only.
3. Relaunch the intended hub.

11.2 iPad File Access Problems

Symptom: On My iPad folder unavailable.

Fix:

1. Re-open picker.
2. Check Files app permission.
3. Also allow Photo Library if importing from media library.

11.3 360 Playback Looks Wrong in Headset

Symptom: Left/right mismatch or incorrect stereo view.

Cause: Wrong conversion mode or packing.

Fix:

1. 2D source -> `2D 360 -> APMP`.
2. 3D source -> `3D 360 -> MV-HEVC`.
3. Match packing exactly:
 - SBS source -> Side-by-Side,
 - OU source -> Over-Under.

12. Operational Notes

Prefer wired/strong Wi-Fi for larger clip uploads.

Keep one language selected per show setup phase to reduce operator mistakes.

Validate complete readiness before audience entry.

Keep logs enabled for post-show diagnosis.

Thank you for your purchase and your support.
Enjoy the experience.



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