MIDEA TRIGGER

USER'S MANUAL

Please read before use

24-004-3041-00
Rev1.0

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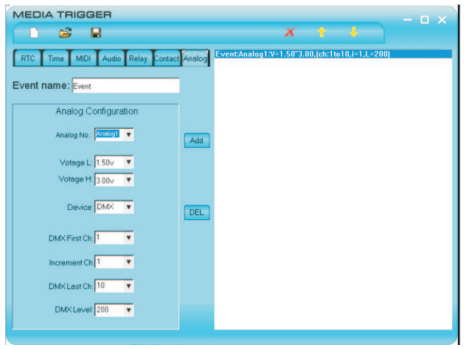
3.7) Analog Trigger Event(Analog)

This allows to designate the inputted voltage to control DMX output and Relay as well. The Voltage should be in the range of 0-10V.



The Media Trigger is able to identify the voltage precision of 0.05V.
In Analog Configuration,
Analog No.: Selects the Analog.
Voltage L/Voltage H: Selects the voltage range.
Device: Selects the control type which may be DMX or Relay.
When select DMX, which parameters can refer to the instructions in 3.1.
When select Relay, which parameters can refer to the instructions in 3.6.
For example, edit an event as below.
Analog No.: Analog 1.
Voltage L: 1.5V
Voltage H: 3.0V
Device: DMX
DMX First Ch.: 1
Increment: 1
DMX Last Ch.: 10
DMX Level: 200
When the input voltage of Analog 1 is in the range of 1.5V-3.0V, DMX channel 1-10 will output DMX level of 200. When the input voltage is out of this range, the DMX will not change.

MEADIA TRIGGER

Improvement and changes to specifications, design and this manual, may be made at any time without prior notice.

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Introduction

Thanks for your purchase of Media Trigger. Please read the instructions of this manual carefully and thoroughly before attempting to operate this unit. Keep this manual with the unit, in order to consult it in the future. If the unit is sold or given to another operator, make certain that it always has its manual, to enable the new owner to read about its operation and relative instructions.

Main Features

- ☐ Built-in real time clock for date&time trigger.
- ☐ To input external time information via SMPTE/LTC or MIDI/MTC for event trigger.
- ☐ Capability of MIDI NOTE input for triggering designated DMX data.
- ☐ Samples from 14 Audio bands according to the inputed Audio signal to control different DMX channels do that to present different lighting effect.
- ☐ Up to 8 dry contacts input for controlling different DMX status.
- ☐ Built-in 8 dry contacts output enables to input external DMX data to control the dry contacts.
- ☐ Up to 4 groups of analog data(DC0-10V) for triggering designated DMX data.
- ☐ Easy to program different events through Configuration software.
- ☐ USB type B port for communicating with PC.
- ☐ Connection including MIDI IN, SMPTE IN, AUDIO IN, DMX IN&DMX OUT.

Technical Features

Electrical Features

Power Input: AC 100~240V 50/60Hz

Fuse: T0.5A 250V, 20*5mm

In Relay Configuration,

DMX Ch: Selects the DMX channel.

DMX Level Low/DMX Level High: Sets the range of DMX level.

Relay No.: Selects the relay to be triggered.

Relay Status: Selects the status of the relay to be triggered.

For example, edit an event as below.

DMX Ch: 10

DMX Level Low: 100

DMX Level High: 120

Relay No.: 1

Relay Status: Off

When the DMX level of the 10th channel is in the range of 100-120, the contact point of relay 1 will close. When the DMX level of the 10th channel is out of the range of 100-120, the contact point of relay 1 will keep the status without change.

3.6) Contact Trigger Event(Contact)

This allows to input the contact to trigger DMX, Relay and Music.

In Contact Configuration,

Contact No.: Selects the Contact.

Device: Selects the control type which may be DMX, Relay or Audio.

When select DMX, parameters can refer to the instructions in 3.1.

When select Relay,

Relay No.: Selects the relay to be triggered.

Relay Status: Selects the status of the relay to be triggered.

When select Audio. the Enable and Disable are available for option.

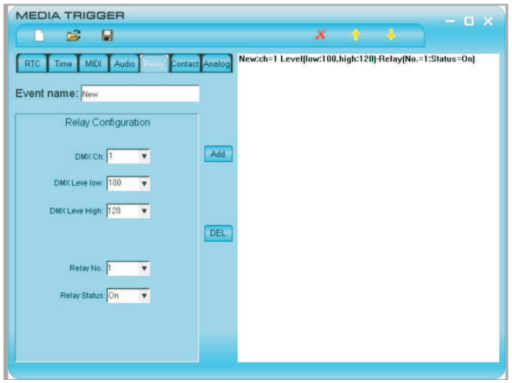
X-BUBBLE	DMX First Ch	Increment Ch	DMX Last Ch
1	1	1	48
2	49	1	96
3	97	1	144
4	145	1	192
5	193	1	240
6	241	1	288
7	289	1	336
8	337	1	384
9	385	1	432
10	433	1	480

If select “one Pixel” in “Type Select”, each X-BUBBLE will be totally lit on or off.

If select “More Pixel” in “Type Select”, each X-BUBBLE will be segmentally lit on or off.

3.5) Relay Event(Relay)

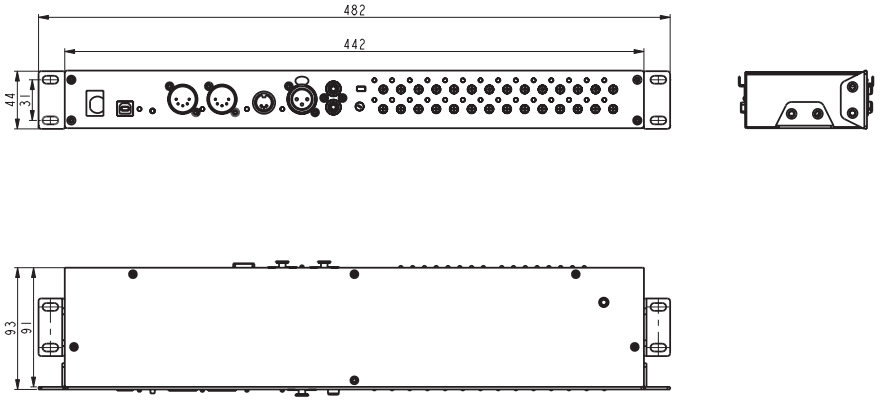
This allows to edit the events of which the inputted DMX controls the corresponding Relay.



Mechanics Features

Size: 98mm(L)*482mm(W)*44.5mm(H)

Weight: 2KG

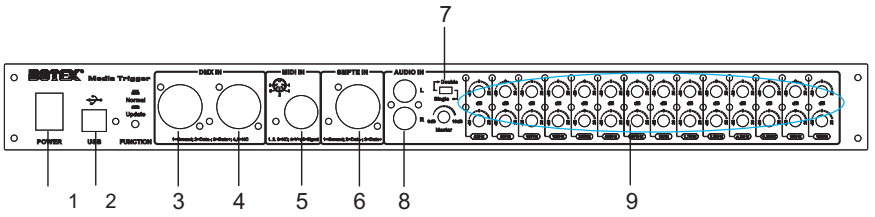


⚠ WARNING

- This product must be earthed.
- **DO NOT** make any inflammable liquids, water or metal objects enter the unit.
- To prevent fire or shock hazard, do not expose this product under a high temperature or humidity area.
- Take care not to damage the power cord.
- **DO NOT** open the unit--there are no user serviceable parts inside.
- **NEVER** try to repair the unit yourself. Repairs by unqualified people could cause damage or faulty operation. Contact your nearest dealer.
- Wait for at least one second to turn on the power after turning off this unit.

Overview

Front View



1. Type B USB Port
   Connects to PC through USB cable for data communication.
2. Function Button
   Keep pressing this button and power on the unit will access program updating state so that enable to download program from PC for updating. When the device is running, keep pressing and holding this button, the device will auto rectify the internal parameters. (Note: please do not input sounds signals when taking internal parameters auto-rectifying.)
3. DMX IN Port
   Inputs external DMX signal. The input DMX will associate with those signal triggered by other methods in according to HTP for output.
4. MIDI IN Port
   Inputs MIDI note signal or MTC information of MIDI.
5. SMPTE In Port
   Inputs audio signal.
6. Audio IN Port
   Inputs audio signal.
7. Double/Single Selector
   Selects double or single channel. If single channel was selected, the right channels data will follow the left to change.

In Audio Configuration,

Audio Track: Selects the left or right audio track. When select “All”, the higher sample level in the left and right audio track will be taken for process.

Audio Band: The band of music sample. Each track contains of 14 bands: 16kHz, 10.7kHZ, 6.3kHZ, 4.2kHZ, 2.5kHZ, 1.7kHZ, 1.0kHZ, 670Hz, 400Hz, 265Hz, 160Hz, 107Hz, 63Hz, 42Hz.

Output DMX settings:

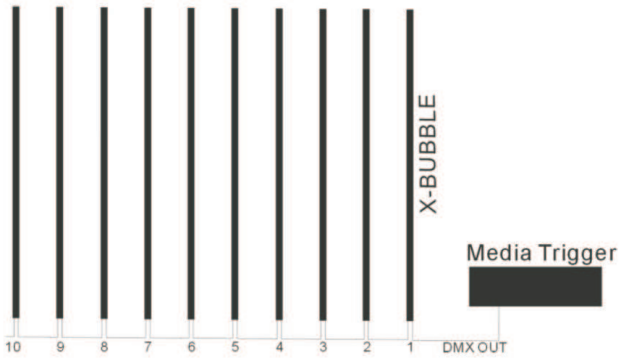
Type Select: Selects the type of DMX control which will be the “One Pixel” or the “More Pixel”.

One pixel: A light which intensity can be totally changed, the lighting can be made to flash synchronously with the music.

More Pixel: A light which ban be segmentally lit, the lighting can be made as music wall.

DMX First Ch: selects the start channel.
DMX Last Ch: selects the end channel.
Increment Ch: sets the change status of DMX channel.

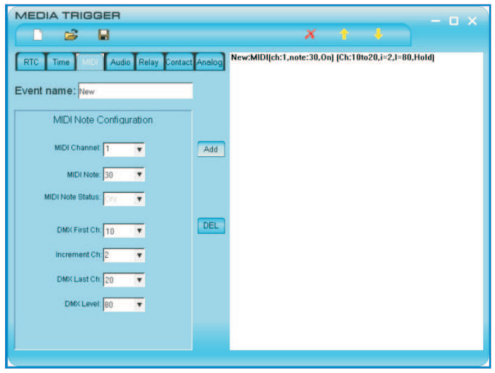
For example, design an engineering scheme as below.



Set X-BUBBLE as 16RGB mode, and the DMX address of each X-BUBBLE is continuous. The DMX channel setting mode can be instructed as following table.

3.3) MIDI Note Trigger Event(MIDI)

This allows to edit the events of which MIDI Note triggers DMX output.
This external time consists of LTC of SMPT and MTC of MIDI.



In MIDI Note Configuration,

MIDI Channel: Selects MIDI channel. When select “All Chan”, the MIDI Note of every channel will be processed.

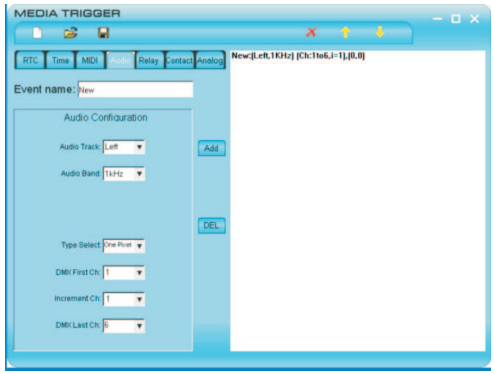
MIDI Note: Selects the key number which will be processed.

MIDI Note Status: Key’s status. Press down the key that is “ON”.

The definitions of DMX parameters can refer to the instructions in 3.1.

3.4) Audio Trigger Event(Audio)

This allows to edit the events of which music/sounds signal triggers DMX output.



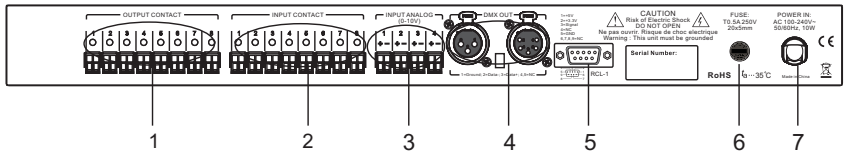
8. Master Knob

   Masters the signal intensity of audio.

9. Knob for each band

   Adjusts the signal intensity of each band.

Rear View



1. OUTPUT CONTACT 1-8

   Internal relay contact output port. When the contact closed, the corresponding LED lit. The following parameters are allowed: 30VDC/2A, 220VDC/0.27A, 120VDC /0.5A, 250VDC/0.25A.

2. INPUT CONTACT 1-8

   When the contact was put through, the corresponding LED lit.

3. INPUT ANALOG port

   Inputs voltage of 0-10V.

4. DMX OUT port

   OUTPUTS DMX signal.

5. RCL-1 port

   Contacts to RCL-1 settings for radio wave clock synchronization signal input.

6. Fuse port

   Used to install a fuse of 500mA 250V.

7. Power In

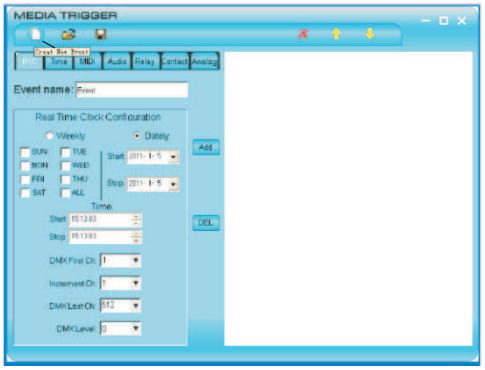
   Connects to the power source of AC100-240V 50/60Hz.

Software Launch

1) Function Instructions of Icon

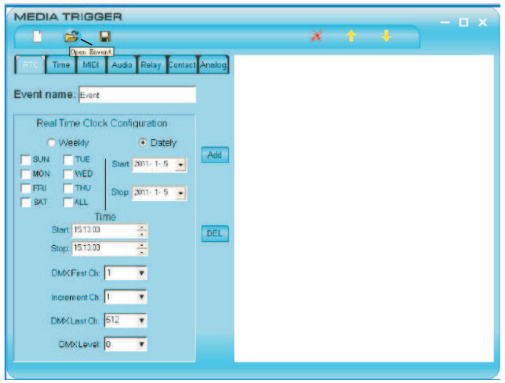
1.1) Create New Event

Click “Create New Event”icon on the upper left corner, the contents in the Event List will be automatically cleared.



1.2) Open Event

Click “Open Event” icon on the upper left corner to select an event folder that the contents in this folder will be listed in the Event List.



DMX First Ch: the selected start channel.
DMX Last Ch: the selected stop channel.
Increment Ch: sets DMX channel change status.
DMX Level: sets the output DMX level.

For example, set the parameters as below:

DMX First Ch: 1
DMX Last Ch: 5
Increment Ch: 1
DMX Level: 200

When this event was triggered, the DMX level is 200 for channel 1-5.

When this event stopped, the DMX level is 0 for channel 1-5.

If set the Increment Channel as 2, when the event was triggered, the DMX level is 200 for channel 1, 3, 5; when the event stopped, the DMX level is 0 for channel 1, 3,5.

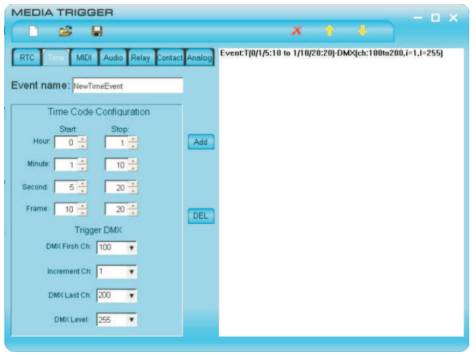
3.2) Time Trigger Event(Time)

This event enables to synchronously trigger DMX output with the external time.

This external time consists of LTC of SMPTE and MTC of MIDI.

In Time Code Configuration, the “Start” means the designated time to start and the “Stop” means the designated time of end.

In Trigger DMX, the definitions of DMX parameters can refer to the instructions in 3.1.



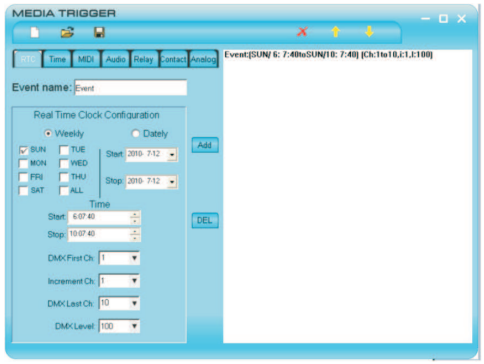
2) Event Name

Each event can be designated a name.

3) Edit Event

3.1) Real Time Clock Trigger Event(RTC)

This event enables to control DMX output through the designated time.



This event contains :

a.) Weekly Event(The event will be repeated to perform every week)

b). Dately Event(the event will be performed in designated time only.)

Time: the detailed trigger timer can be accurate to second.

Start: the designated time to start.

Stop: the designated time to end.

In Weekly Event, if the start time is bigger than the end time that can carry out the trigger over to the next day.

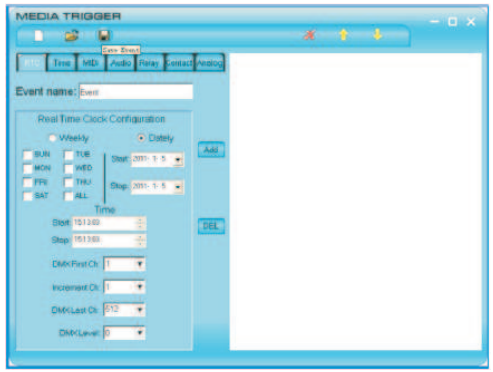
For example, edit a Weekly event:

Time Start: 20:30:00 Time Stop: 08:30:00

Thus, this weekly Event will start at 20:30:00 and stop at 08:30:00 of the next day.

1.3) Save Event

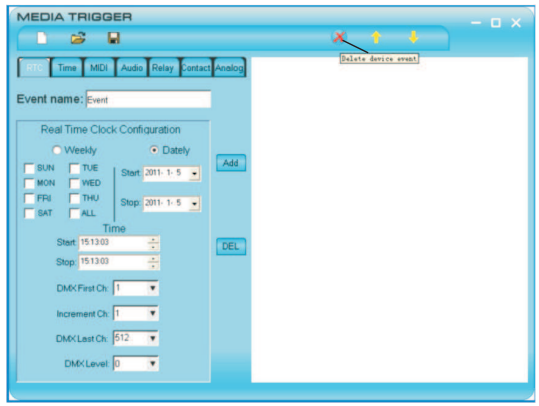
Click “Save” icon on the upper left corner to select a proper event that the contents of this event can be saved in the folder.



1.4) Delete Device Event

Click “Delete Device Event”icon may delete a type of event from device.

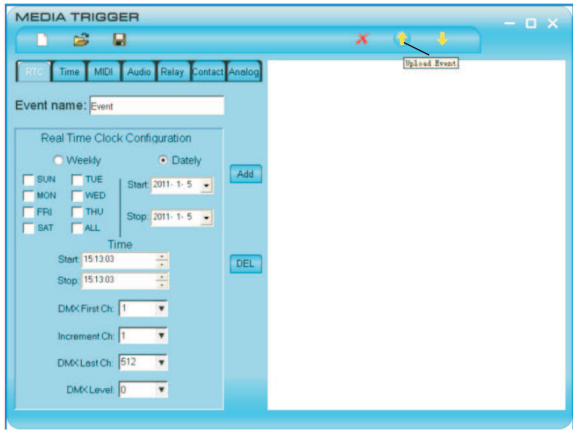
Note: To perform this function the device must connect to PC.



1.5) Upload Event

Click “Upload Event” icon to select a proper folder that will read a type of event from device.

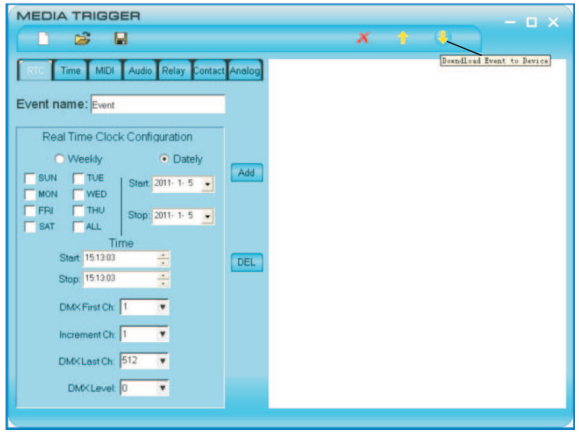
Note: To perform this function the device must connect to PC.



1.6) Download Event to Device

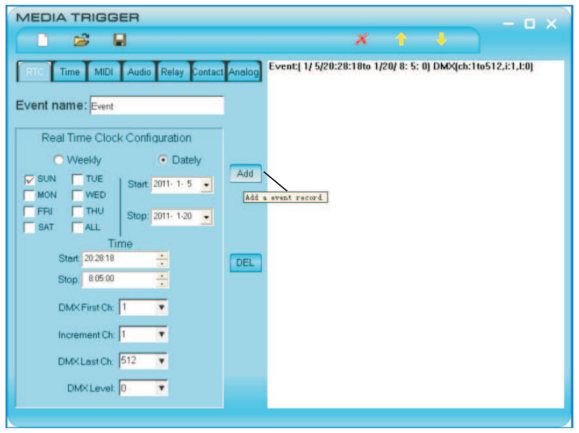
Click “Download Event to Device” icon to select event folder that the event will be downloaded to device.

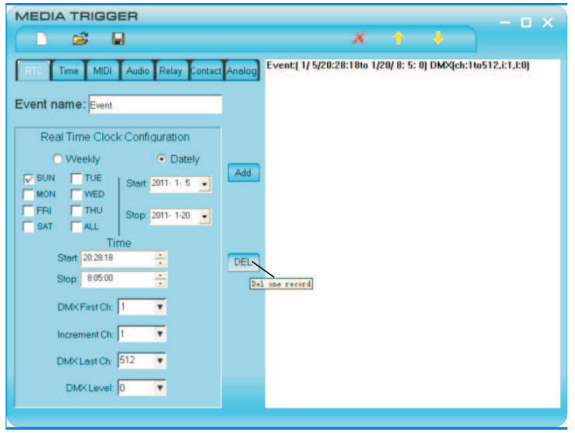
Note: To perform this function the device must connect to PC.



1.7) Add an Event Record

When editing an event, click “Add” will add an event into event list.



1.8) Delete a Record

To selcet an event in event list and then click “DEL” will delete an event.