

MDC TOUCH

Media on Demand Control Control Interface

User Manual



The MDC-Touch is a web-based application for controlling the MDC-X system. It offers setup functionality, Mirror Head-, job-, playlist- and project-control. It can be accessed by any device using a Web-Browser (NOTE: To access MDC-Touch remotely over the network you have to have the appropriate license!).

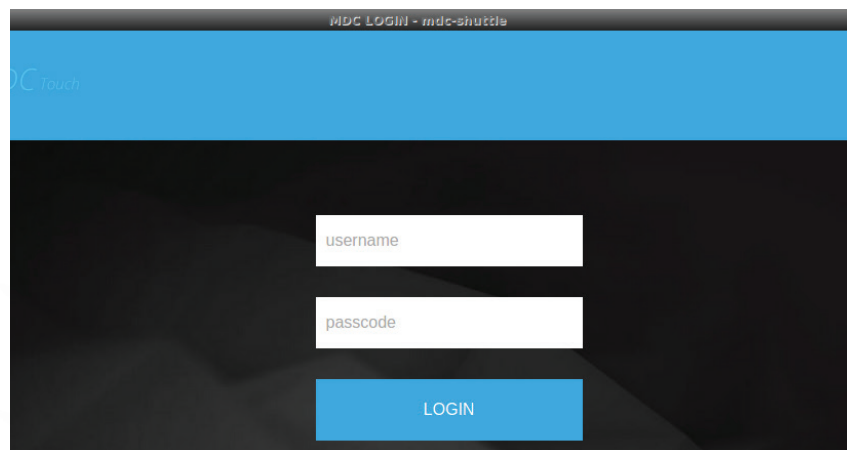
MDC-Touch is stateless. This means that:

- You can connect with as many users as you want doing the same things at the same time without blocking the other user. This is a big advantage: If you forget to logout from one system (i.g. smartphone) you can still access the MDC-Touch locally or from your tablet.
- You can access the project page of a running project from multiple devices without worries about who is the master controller.

MDC-Touch is controlling, not programming:

The user interface allows to control projects and call presets, media changes and so on, but it does not allow the user to modify any project or create new projects. The only thing that can be set using MDC-Touch are the settings on the SETUP page. These settings are available only through MDC-Touch (local and remote) because of the fact that the MDC-X console can operate without a programming monitor attached.

To access MDC-Touch you have to connect to the MDC-X using a web browser. Per default the MDC-Touch interface can be accessed from the desktop of the MDC-X or remotely over the LAN network by using the address of MDC-X. The default address is <http://192.168.0.200/>.



The MDC-Touch Login screen

Default credentials for the administrator are: Username "admin", Passcode "1234" without the "".

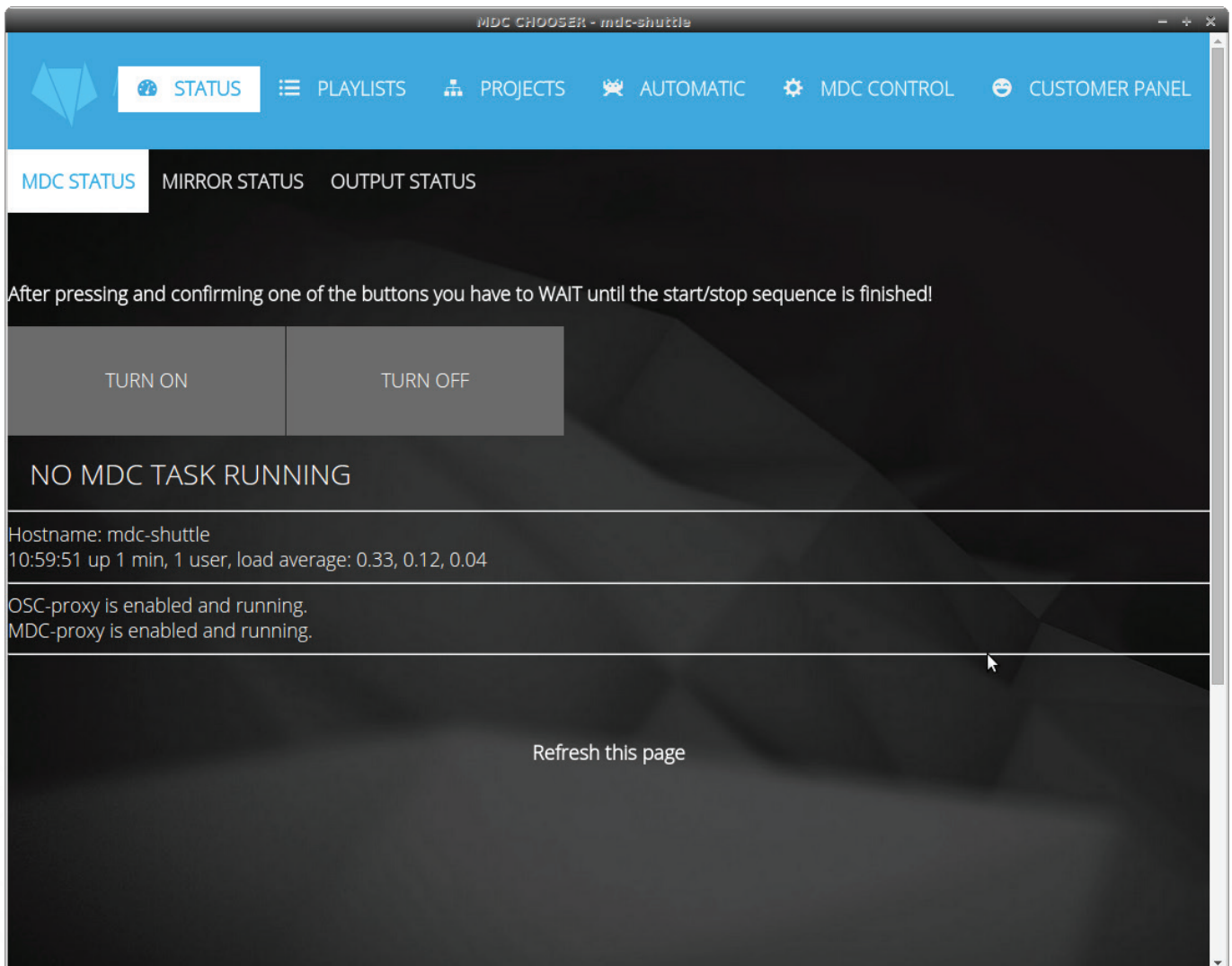
The MDC-Touch panels

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1. STATUS

The status panel is a collection of the status tabs. They give various informations about the state of the MDC-X. The "TURN ON" and "TURN OFF" buttons are a special feature for starting projects, automatisations and projector(s) in an easy way. To setup whats behind the TURN ON and TURN OFF please see the SETUP section.



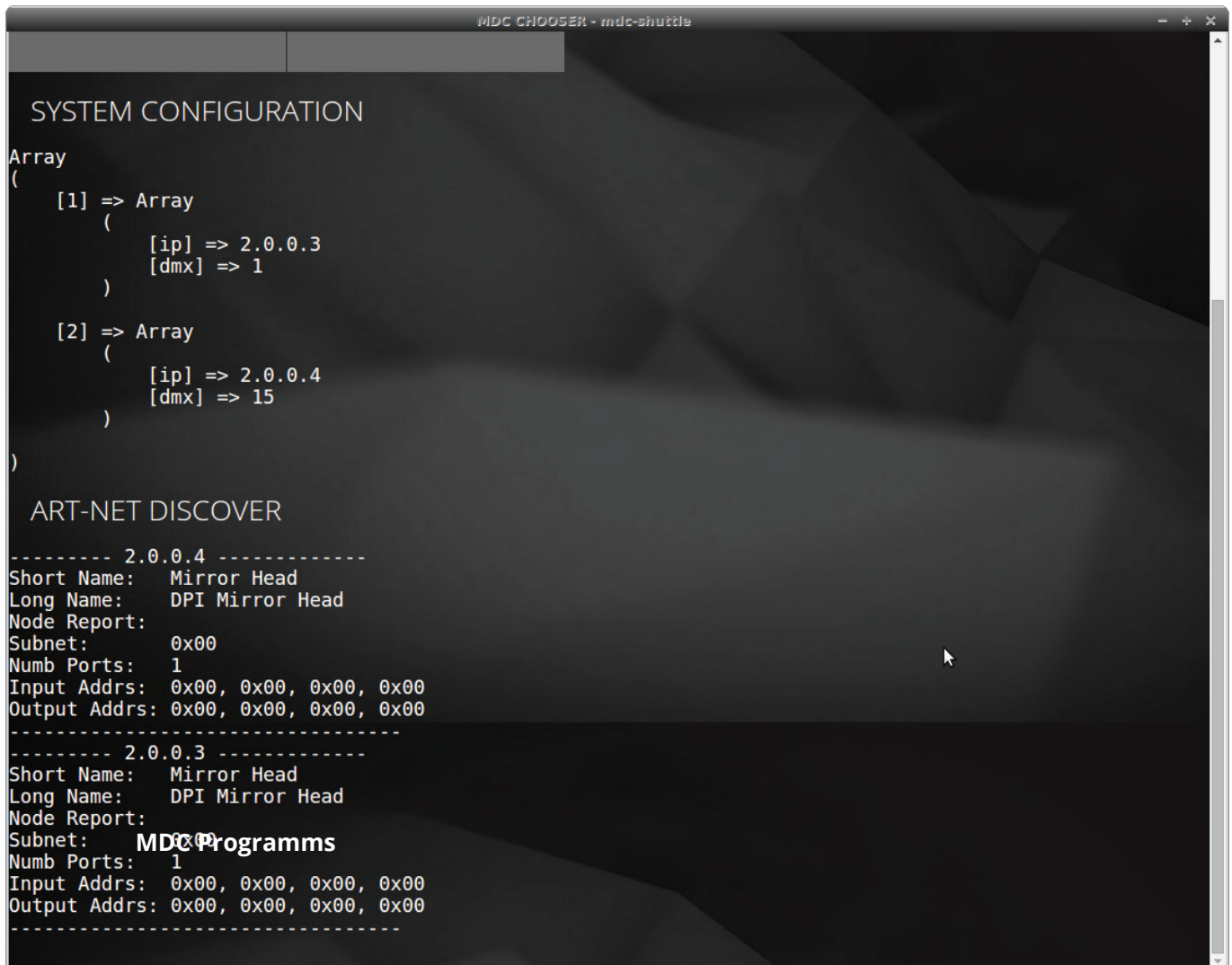
1.1 MDC STATUS

This is the main status tab. There you can see:

- If a project is running. If you click on the spinning arrow or the project name you will be redirected to the project control page. If the "[]" behind the project name is empty it means that the current project is still in loading mode and does not have any output yet. In the case you see this please be patient until the project finished loading (see PROJECT)
- If an automatic task is running you will see a status line "WARNING: Automatic taskjob found! [System is in AUTOMATIC mode]".
- Hostname, Time and Load of the system
- Status information about the OSC/MDC proxy system. The proxy system is needed if you want to remote control the MDC-X system.
- Below the informations you will see a "Refresh this page" link. During programming of new projects or changing settings it is sometimes useful to do manual refresh of the MDC-Touch pages (reason: some browsers do have weird cache policies!)
- At the bottom of the page there is a logout button and information about which user you are.

1.2 MIRROR STATUS

On this tab you will see the system configuration for the Mirror Heads and the information that the Art-Net Discover program found. The Art-Net Discover shows all Art-Net units that have been found on the Art-Net network. Please note that Mirror Head will not be found if a project is running!



```

MDC CHOOSER - mdc-shuttle

SYSTEM CONFIGURATION
Array
(
    [1] => Array
    (
        [ip] => 2.0.0.3
        [dmx] => 1
    )

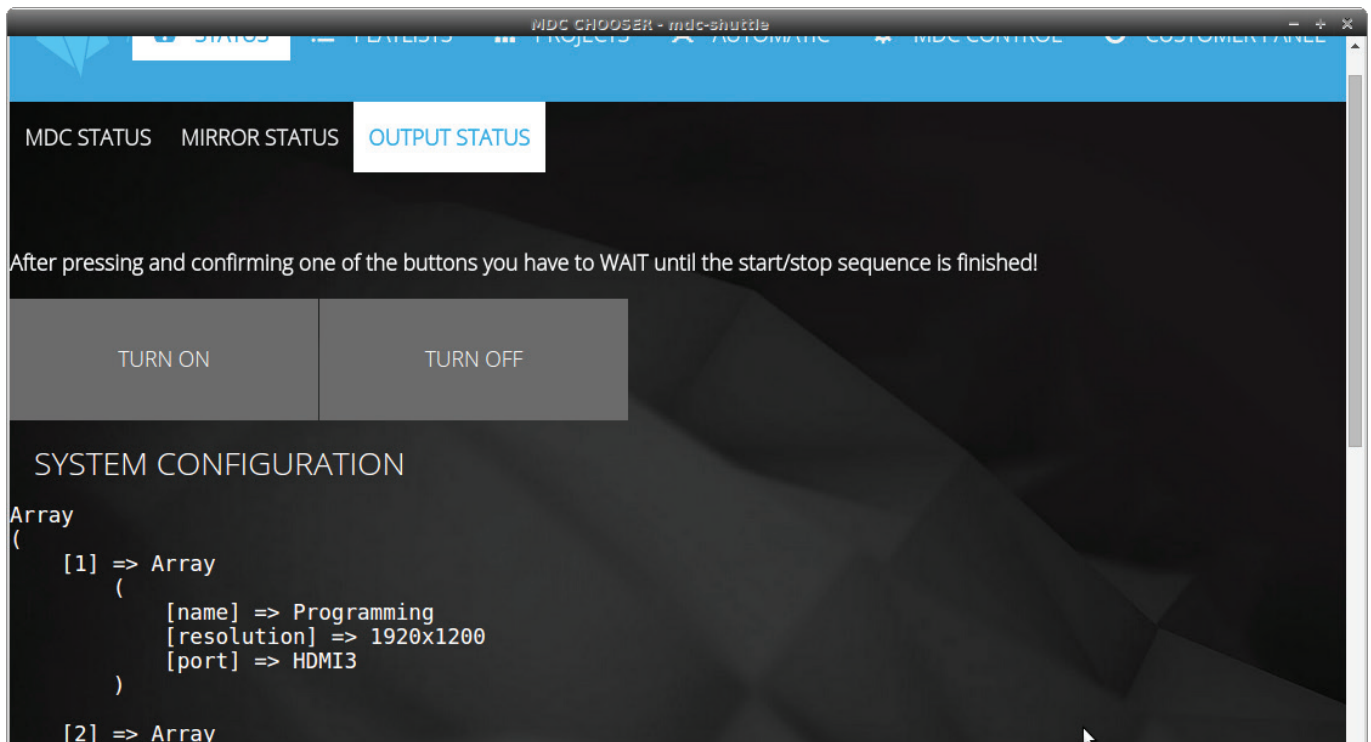
    [2] => Array
    (
        [ip] => 2.0.0.4
        [dmx] => 15
    )
)

ART-NET DISCOVER
----- 2.0.0.4 -----
Short Name:   Mirror Head
Long Name:    DPI Mirror Head
Node Report:
Subnet:       0x00
Numb Ports:   1
Input Addrs:  0x00, 0x00, 0x00, 0x00
Output Addrs: 0x00, 0x00, 0x00, 0x00
-----
----- 2.0.0.3 -----
Short Name:   Mirror Head
Long Name:    DPI Mirror Head
Node Report:
Subnet:       0x00
Numb Ports:   1
Input Addrs:  0x00, 0x00, 0x00, 0x00
Output Addrs: 0x00, 0x00, 0x00, 0x00
-----
  
```

If you dont see any Mirror Head in the ART-NET DISCOVER section please check your wires and make sure every unit is turned on!

1.3 OUTPUT STATUS

This status page is informative only. Here you will see all output devices (monitor, projector(s)) and their capabilities. On the top of the page the configuration for the devices is listed, below you see the detected information from the GPU. On the bottom of the page you find a small screenshot of the actual screen configuration.



2. PLAYLIST

Playlists are collections of projects. If a playlist was generated using the MDC program it will be listed here and can be access.

3. PROJECTS

From this page you can start projects (shows). This projects are made using the MDC program (started from the MDC Launcher on the desktop). All projects that are placed in the "/home/mdcuser/Documents/" folder are listed here; subfolders are ignored. Whenever you press the button of a project the following happens:

- If another project than the one you want to start is already running it will be terminated.
- The mirror of the Mirror Head will move into an upright position.
- The project will be loaded and you will be redirected to the project page.
- Once the loading is finished the mirror will move into the position the project tells it and the user now can use the project page to control the project.

After a project was loaded and is running the status on the MDC STATUS (1.1) screen will change and notify the user that a project is running. Clicking on the Circular-Arrow or the project name will redirect to the actual project and the user can control it.

NOTE: Changing a project does NOT stop any automatic job running on the system!

NOTE: During programming the MDC STATUS page will always show the current project you are programming. If you click on that page you will be redirected to the project page as usual but changing the presets, media, and so on will NOT work. A project can only be fully controlled with MDC-Touch once it was started with MDC-Touch.

NOTE: Loading a project while another project is still loading does not interrupt the current loading process and is queued for later execution. Some projects need time to load depending on the size of the project so please be patient! If you are unsure if the project is loading or not please take a look at the MDC STATUS page.

4. AUTOMATIC

From this page you can start task for automatisation. All automatisation descriptions (files) places into "/home/mdcuser/Documents/" are listed here.

Whenever you press the button of an automatisation the following happens:

- The current running automatisation is terminated.
- The automatic mode is changed to AUTOMATIC no matter what the user settings are.
- The requested automatic job is started.

After the automatisation is loaded and running the status on the MDC STATUS (1.1) screen will change and show the user that an automatic task is running.

AUTOMATIC vs MANUAL Mode (vs. KILL AUTOMATIC JOB)

Whenever you start an AUTOMATIC job (using the AUTOMATIC page on the TOUCH) this process starts running in the background.

On the main status page (STATUS->MDC STATUS) you will see a message:
 "WARNING: Automatic taskjob found! [System is in AUTOMATIC mode]"

This means:

- There is a background automatic job
- The system is in AUTOMATIC mode

AUTOMATIC MODE: This means that the calls within the automatic task are sent to the MDC process.

If you want to start presets/media by yourself and do not want to be disturbed by the automatic commands you can do:

Change to "MANUAL MODE". This mode reroutes all call to the MDC program into a sink so no call reaches the MDC program. When you later change back to "AUTOMATIC MODE" the call reach the MDC program again.

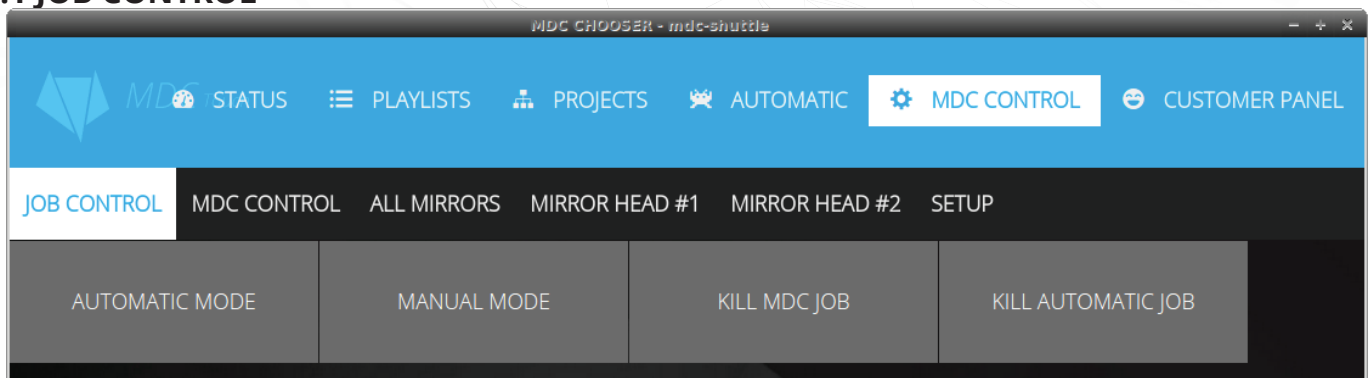
"KILL AUTOMATIC JOB" which kills the automatic background process.

If you are not sure in which state the system is you can always to the the STATUS page and check!

5. MDC CONTROL

The MDC CONTROL pages allow you to start/stop or turn on/off projects, automatization, Mirror Heads and projectors.

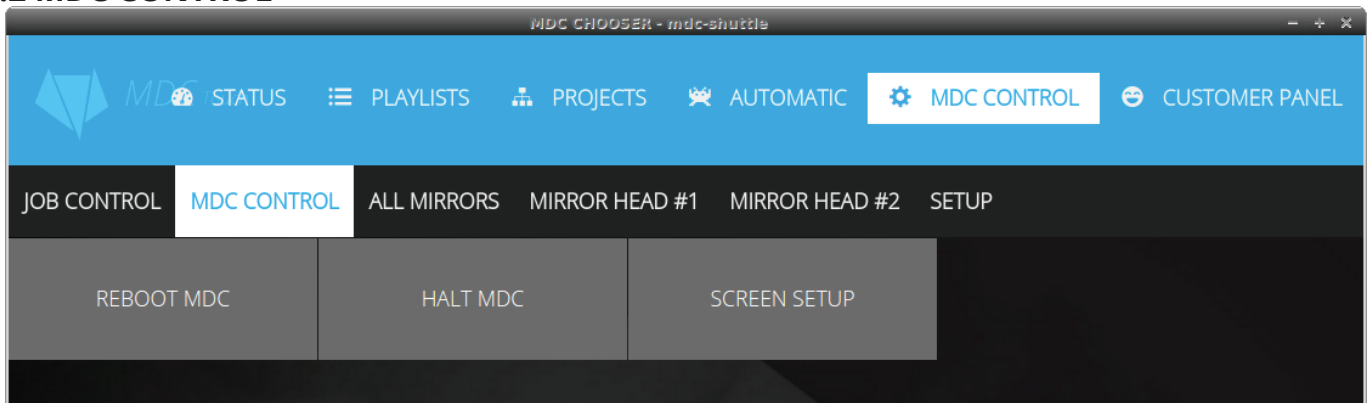
5.1 JOB CONTROL



- AUTOMATIC MODE
Enable Automatic mode
- MANUAL MODE
Enable Manual Mode - all automatic commands will be suspended unless the system is switched back to automatic mode

- **KILL MDC JOB**
With this command you can gracefully terminate the current running project. The mirror of the Mirror Head goes into upright position and the project is terminated.
- **KILL AUTOMATIC JOB**
The current running automatic job task is terminated.

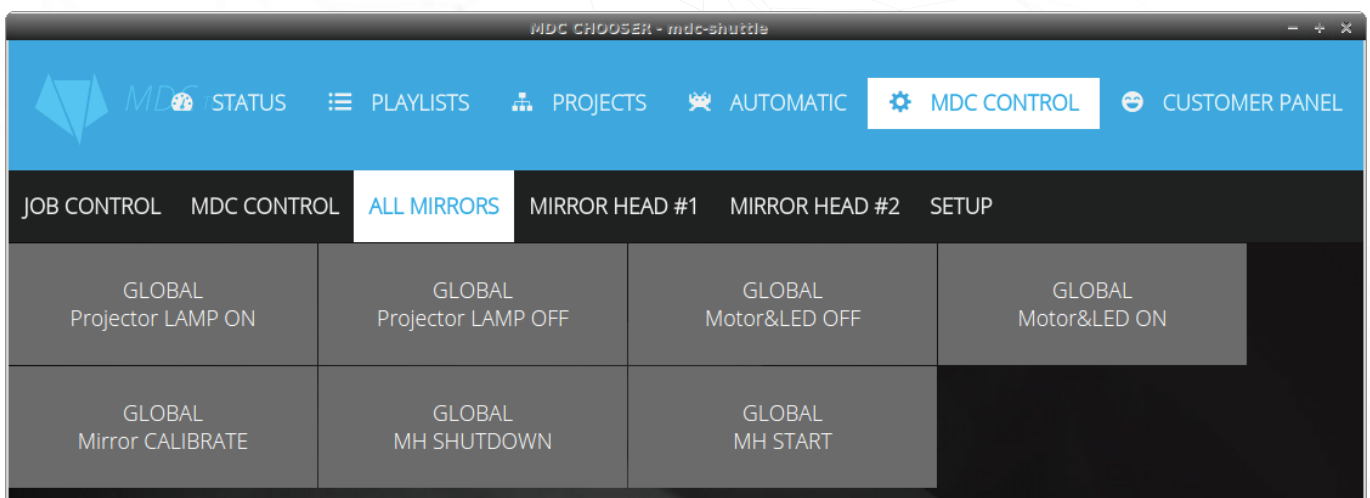
5.2 MDC CONTROL



- **REBOOT MDC**
The MDC system will be rebooted
- **HALT MDC**
The MDC system will be shutdown and powered off.
NOTE: This does NOT power of the Mirror Head nor the projector!
- **SCREENSETUP**
This calls the internal screensetup routine on the MDC system. This is useful if you attach a programming monitor or hotplug a projector. If you want to set the ports or resolutions please go to "MDC CONTROL -> SETUP"

5.3 ALL MIRRORS

This tab allows you to control all of the Mirror Head units configured for this system (see SETUP) at once. In the case of MDC X1 the ALL MIRRORS is equal to MIRROR HEAD #1.

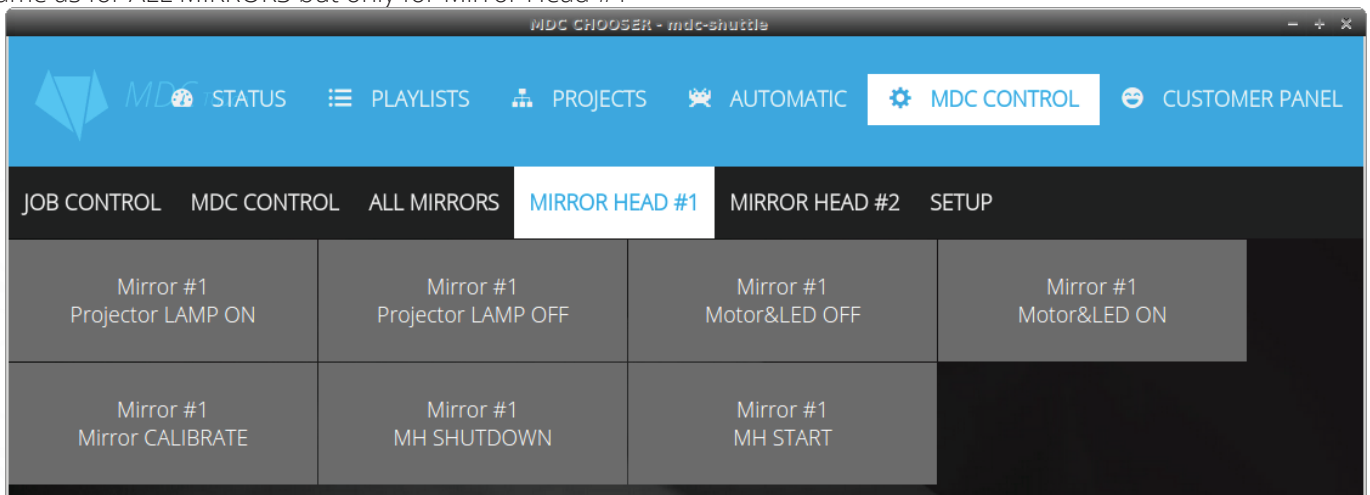


- **GLOBAL Projector LAMP ON**
This remotely turns the lamp of the projector on.

- **GLOBAL Projector LAMP OFF**
This remotely turns the lamp of the projector off.
- **GLOBAL Motor&LED OFF**
This option turns off the power of the motors and led system of the Mirror Head.
- **GLOBAL Motor&LED ON**
This option turns on the power of the motors and led system of the Mirror Head.
- **GLOBAL Mirror CALIBRATE**
This option starts the calibration routine of the Mirror Head unit. This is only necessary if the mirror was accidentally touched during operation (NOTE: never block or touch the mirror of the Mirror Head when it is powered on!). After the calibration finished the mirror returns into the home position or into the position of the current Art-Net signal.
- **GLOBAL MH SHUTDOWN**
This command is a combination of MOTOR&LED OFF and LAMP OFF
- **GLOBAL MH START**
This command is a combination of MOTOR&LED ON and LAMP ON

5.4 MIRROR HEAD #1

Same as for ALL MIRRORS but only for Mirror Head #1

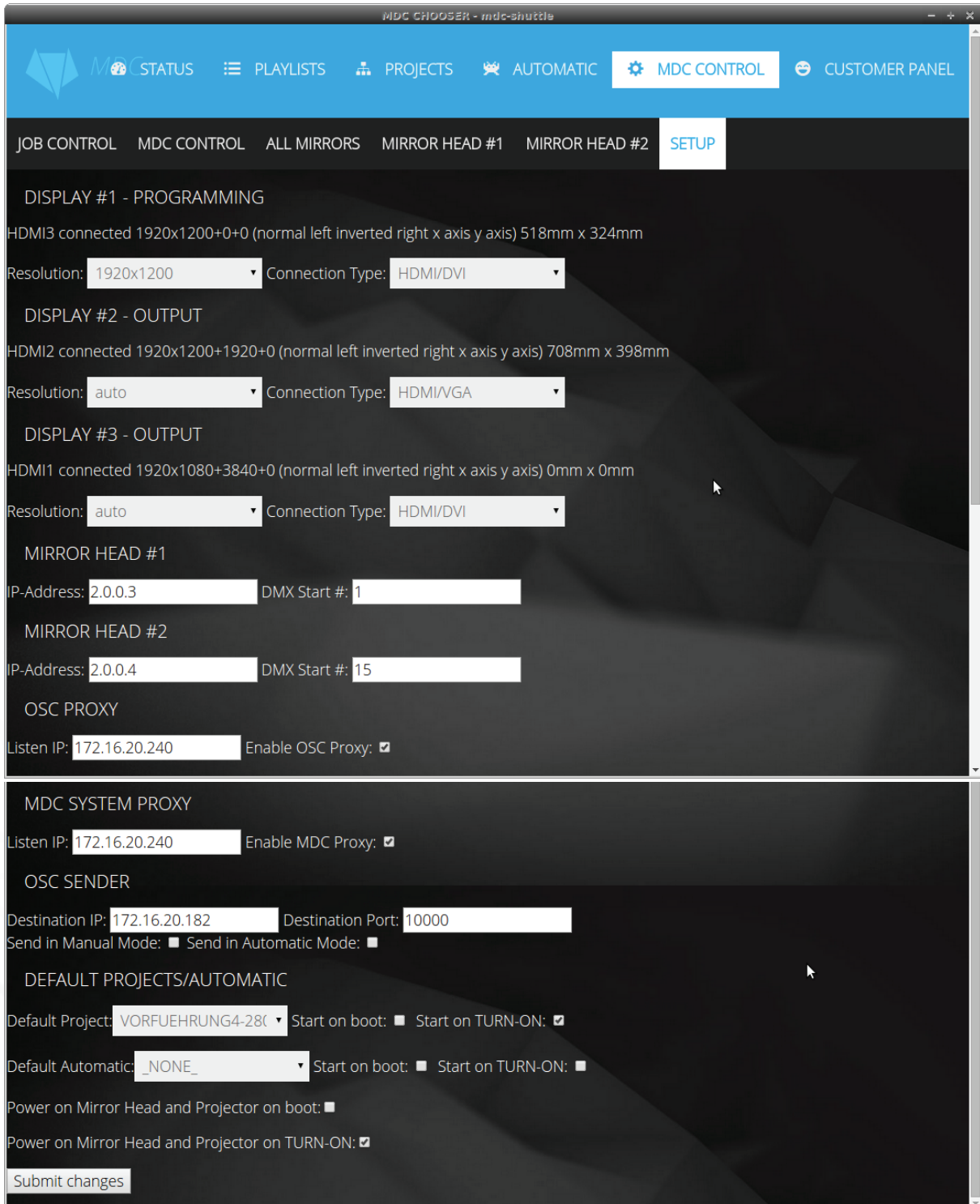


5.5 MIRROR HEAD #2

Same as for MIRROR HEAD #1 but for Mirror Head #2 only

5.6 SETUP

The SETUP tab is for maintenance and pre-configuration. Do not change any values unless you know what you are doing!



MDC CHOOSE - mdc-shuttle

STATUS PLAYLISTS PROJECTS AUTOMATIC **MDC CONTROL** CUSTOMER PANEL

JOB CONTROL MDC CONTROL ALL MIRRORS MIRROR HEAD #1 MIRROR HEAD #2 **SETUP**

DISPLAY #1 - PROGRAMMING
 HDMI3 connected 1920x1200+0+0 (normal left inverted right x axis y axis) 518mm x 324mm
 Resolution: 1920x1200 Connection Type: HDMI/DVI

DISPLAY #2 - OUTPUT
 HDMI2 connected 1920x1200+1920+0 (normal left inverted right x axis y axis) 708mm x 398mm
 Resolution: auto Connection Type: HDMI/VGA

DISPLAY #3 - OUTPUT
 HDMI1 connected 1920x1080+3840+0 (normal left inverted right x axis y axis) 0mm x 0mm
 Resolution: auto Connection Type: HDMI/DVI

MIRROR HEAD #1
 IP-Address: 2.0.0.3 DMX Start #: 1

MIRROR HEAD #2
 IP-Address: 2.0.0.4 DMX Start #: 15

OSC PROXY
 Listen IP: 172.16.20.240 Enable OSC Proxy: ☒

MDC SYSTEM PROXY
 Listen IP: 172.16.20.240 Enable MDC Proxy: ☒

OSC SENDER
 Destination IP: 172.16.20.182 Destination Port: 10000
 Send in Manual Mode: ☐ Send in Automatic Mode: ☒

DEFAULT PROJECTS/AUTOMATIC
 Default Project: VORFUEHRUNG4-28 Start on boot: ☐ Start on TURN-ON: ☒
 Default Automatic: NONE Start on boot: ☐ Start on TURN-ON: ☐
 Power on Mirror Head and Projector on boot: ☐
 Power on Mirror Head and Projector on TURN-ON: ☒
 Submit changes

Display #1 - Programming:

This is the optional programming Monitor. The resolution must match the monitor specifications and must be at least 1920x1080@60. Please set the CONNECTION TYPE to the connection the monitor is using (NOT the connection used on the MDC side!)

Display #2 - OUTPUT:

This is the first output device. The resolution of the output devices (projector) is auto detected and should not be

The illustrations may differ in some details from the original. Subject to change without prior notice.

fixed. Set the connection type to the connection the projector is using (same as with the programming monitor!)

Display #3 - OUTPUT:

This output is only available for MDC-X2 systems. Same configuration as Display #2

Mirror Head #1:

The IP-Address must be the same as the one that is set in the Mirror Head and must be unique! The DMX-Start address must also match the one set in the Mirror Head.

Mirror Head #2:

This option is only available for the MDC-X2 system.

OSC PROXY:

The OSC Proxy is for receiving simple OSC calls from remote systems and passing them to the local MDC system. The "Listen IP" is the IP-Address of the network device where the PROXY should be attached to. The Listen Port is 7475. If the ENABLE checkbox is set the proxy is started when the system boots. If you change the settings you have to reboot.

MDC SYSTEM PROXY:

The MDC SYSTEM PROXY is for the MDC DAEMON calls (MDC job control). With this PROXY you can receive MDC system calls and pass them to the local system. Listen Port is 9999.

OSC SENDER:

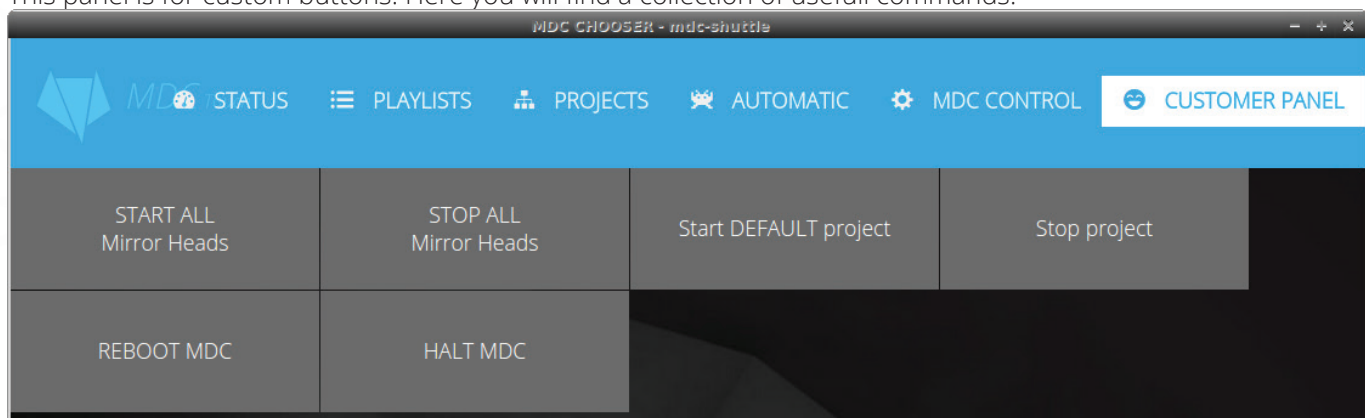
The OSC sender offers the possibility to send OSC calls (string) to a remote system (IP and PORT). This can be done for every automatic call (automatic mode) and/or manual mode.

DEFAULT PROJECT/AUTOMATIC:

The project/automatic set here is the one that is used when the "TURN ON" command/button is used. Default project/automatic can be enabled for BOOT and/or "TURN ON". The same goes for the projector and MH start (lamp on + motor on). Please note that the DEFAULT settings are only available AFTER a reboot and cannot be changed using runtime.

6. CUSTOMER PANEL

This panel is for custom buttons. Here you will find a collection of usefull commands.



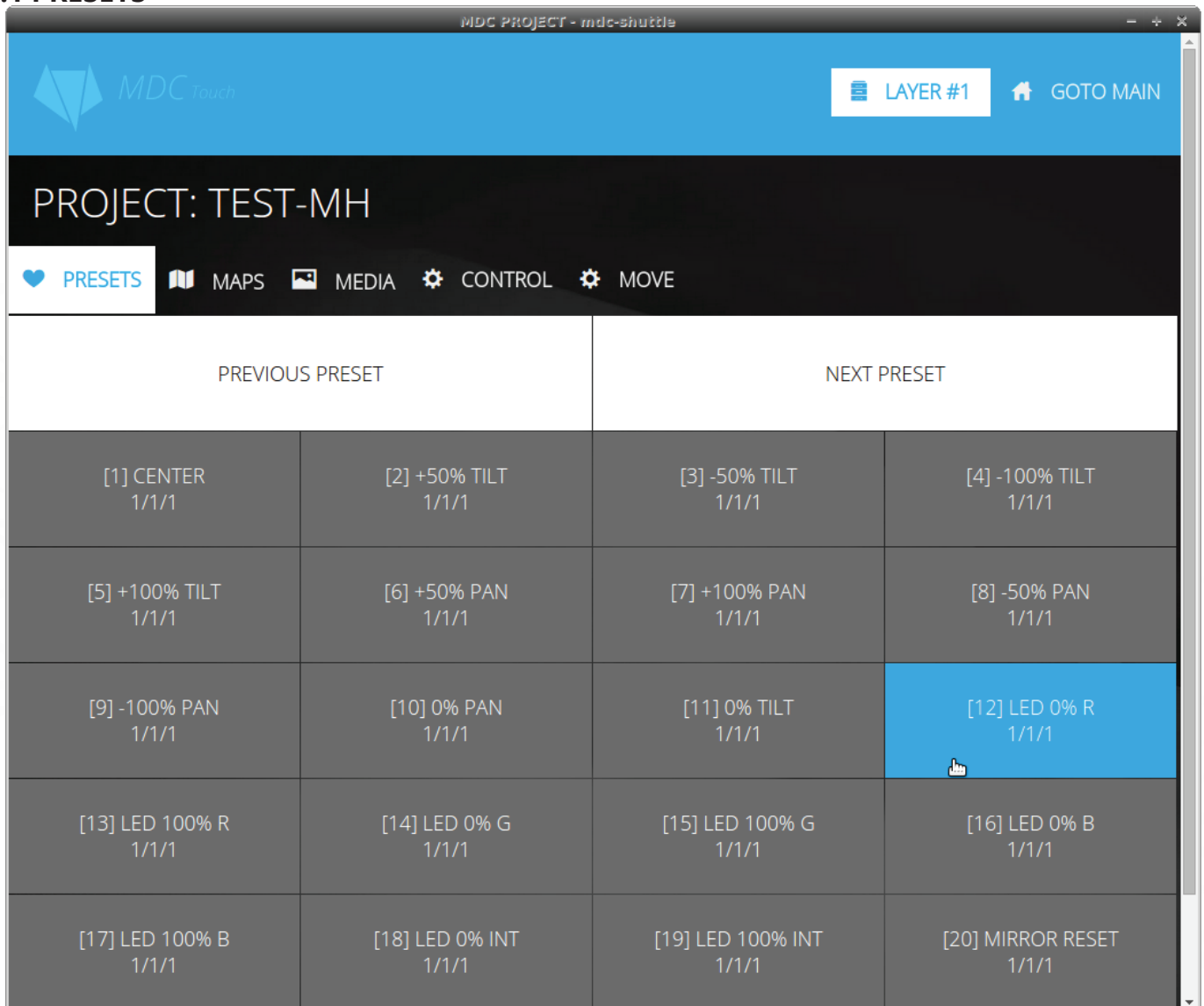
7. PROJECT PAGE

The project page is always accessible when a project is running. You can access the project page directly from the STATUS PAGE after you logged in. If you want to return to the status page you can always use the "GOTO MAIN" link in the top right corner or click on the house icon.

The PROJECT page offers the following tabs:

- Presets
Presets are stored states combining position, media and perspective corrections.
- Maps
Selecting a map enables you to change the media only for the selected map.
- Media
Choosing a media exchanges the media of the current active map
- Control
Basic control for the project.
- Move
Simple mover-widget to move the mirror "live"

7.1 PRESETS



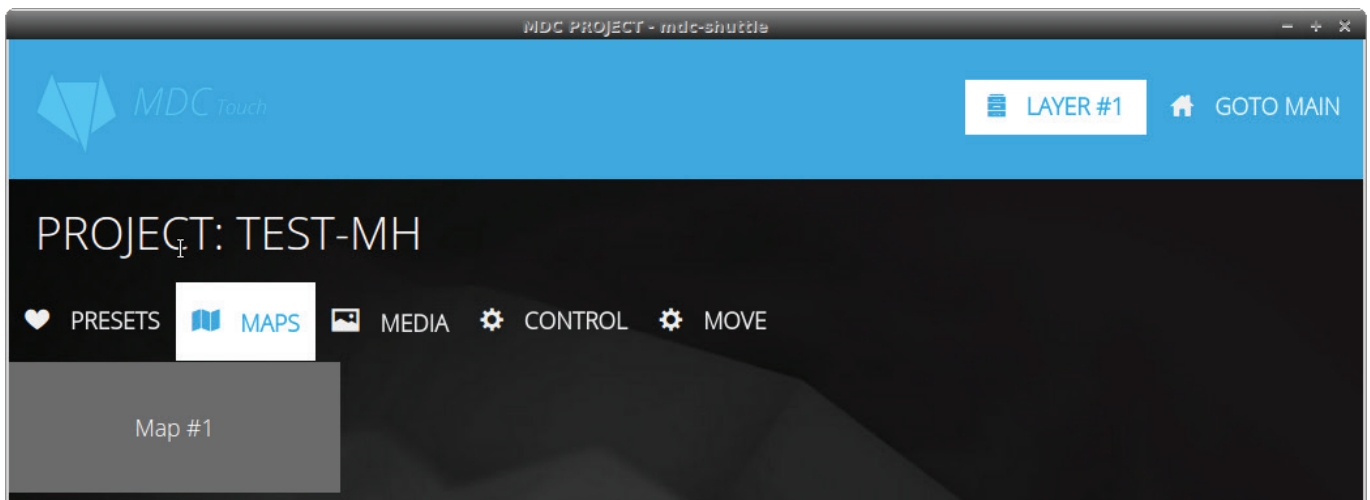
PREVIOUS PRESET		NEXT PRESET	
[1] CENTER 1/1/1	[2] +50% TILT 1/1/1	[3] -50% TILT 1/1/1	[4] -100% TILT 1/1/1
[5] +100% TILT 1/1/1	[6] +50% PAN 1/1/1	[7] +100% PAN 1/1/1	[8] -50% PAN 1/1/1
[9] -100% PAN 1/1/1	[10] 0% PAN 1/1/1	[11] 0% TILT 1/1/1	[12] LED 0% R 1/1/1
[13] LED 100% R 1/1/1	[14] LED 0% G 1/1/1	[15] LED 100% G 1/1/1	[16] LED 0% B 1/1/1
[17] LED 100% B 1/1/1	[18] LED 0% INT 1/1/1	[19] LED 100% INT 1/1/1	[20] MIRROR RESET 1/1/1

The PRESET buttons contain important informations about the presets:

- [ID] of the preset. Useful for communication and show programming
- The "human name" for the preset.
- Fade times for MEDIA/AUDIO/DMX
- Additional information like "black when move" (star icon) and "lock media" (lock icon) are shown with special icons.

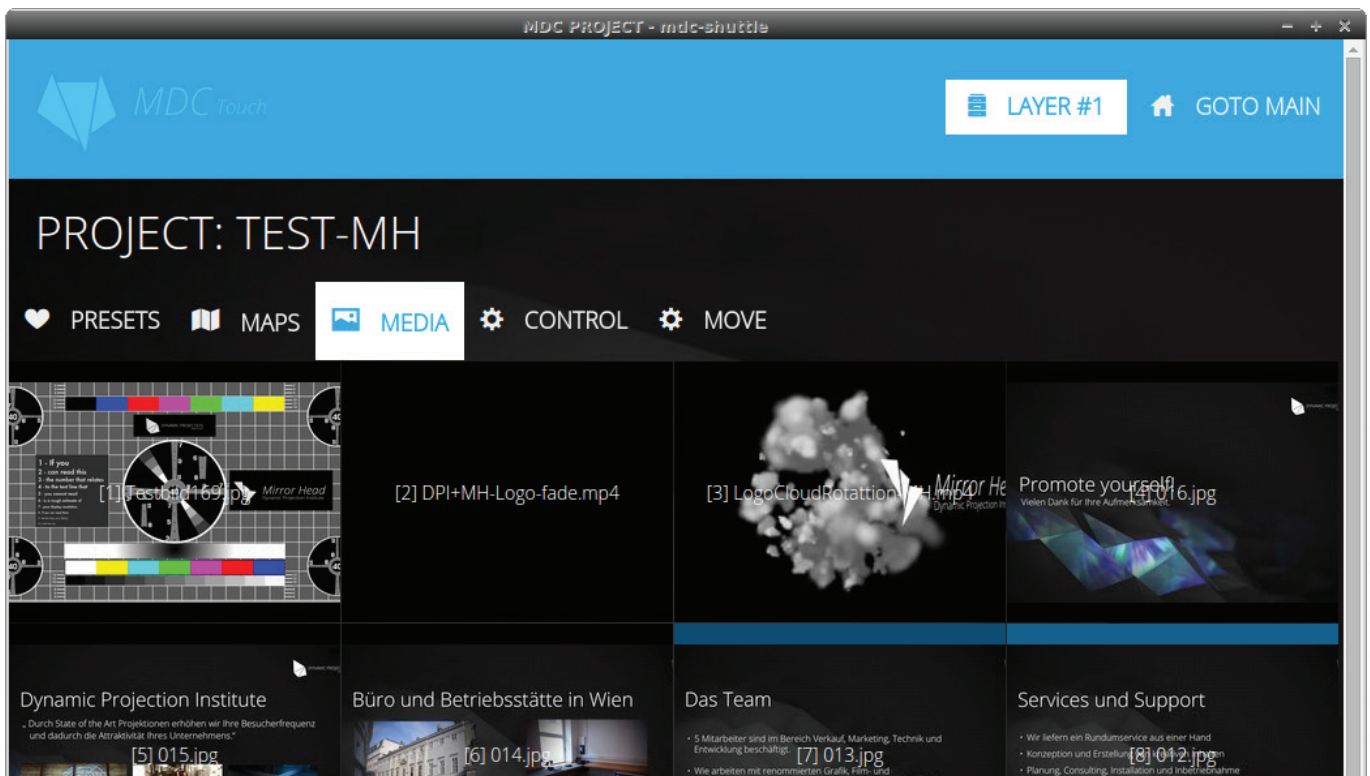
7.2 MAPS

Selecting a map offers you the possibility to change the media inside that map. If there is only one map there is no need to select it but it will be still available.



7.3 MEDIA

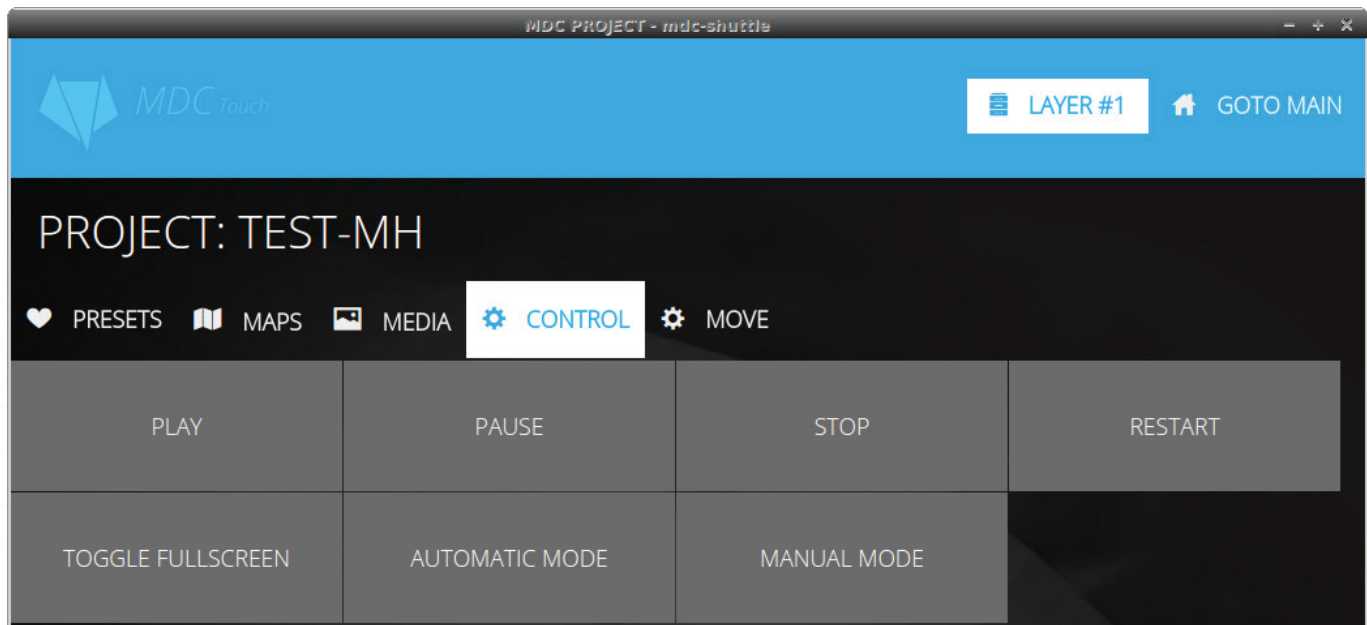
When you select a media the current media attached to the map will be changed. Please note that depending on the project that was programmed the output may not be correctly shown due to different aspect ratios of the media.



7.4 CONTROL

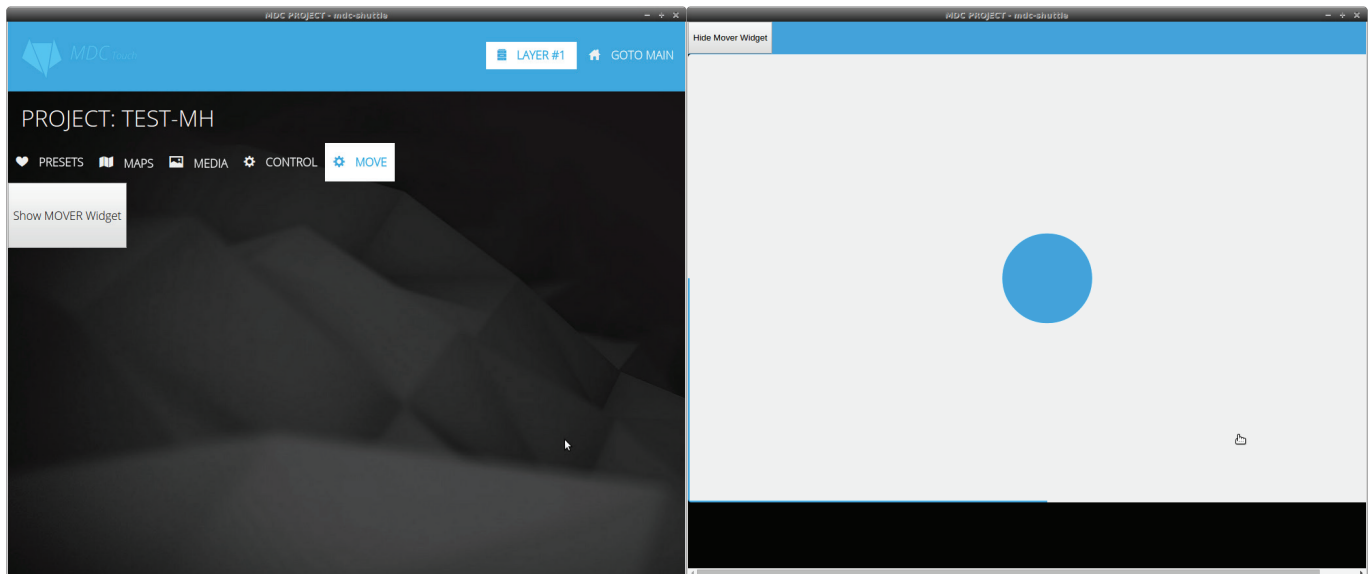
The basic control for a project are:

- **PLAY**
Run the project. Whenever a project is loaded it is in play mode per default
- **PAUSE**
Pause the output. To continue press PAUS or PLAY.
- **STOP**
The output will be stopped and closed. To show the ooutput again press PLAY
- **RESTART**
The whole project will be restarted. Please note that this takes some time depending on the size of the project. This command is usefull if media are exchanged on the filesystem during operation.
- **TOGGLE FULLSCREEN**
If may happen that a project was programmed for a different kind of output size. With this button you can scale the output to fullscreen mode without reprogramming the show.
- **AUTOMATIC MODE**
Enable Automatic Mode - please see section AUTOMATIC of MDC-Touch
- **MANUAL MODE**
Enables manual control and disables the automatic tasks - please see section AUTOMATIC of MDC-Touch



7.5 MOVE

The MOVE tab offers a simple MOVER widget to control the Mirror Head. This is useful for checking the range of a setup or doing some nice live performance. NOTE: Depending on the network connection and input device you may notice a short latency - this is not a failure of the MDC.



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To protect the environment, please try to
recycle the packing material as much as
possible.

