MODULES GUIDE

Access additional functionalities and settings, enhance your projects with the numerous, useful Modules available.
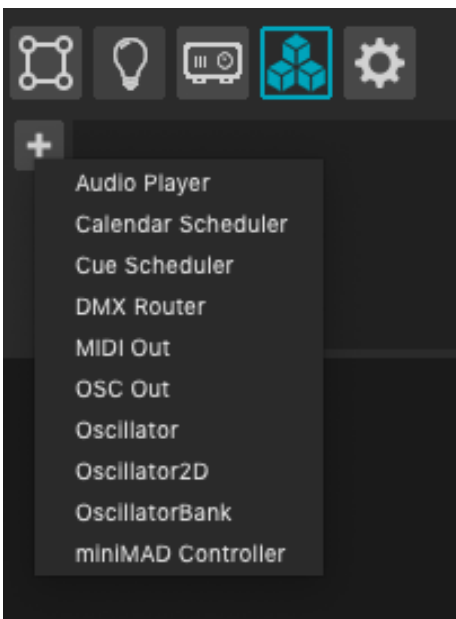
Find out more about the Cue Scheduler, the DMX Router or the MiniMad Controller Module in this guide.

mad

The Modules Tab

▶ With MadMapper 4, a dozen of these useful tools is now accessible from the Modules tab.

More will be added in the future.

▶ Add a new module with the + button

You can instanciate the same module multiple times within a project. To do so, either click the + to re-add the module, or select it from the stack and copy / paste it.

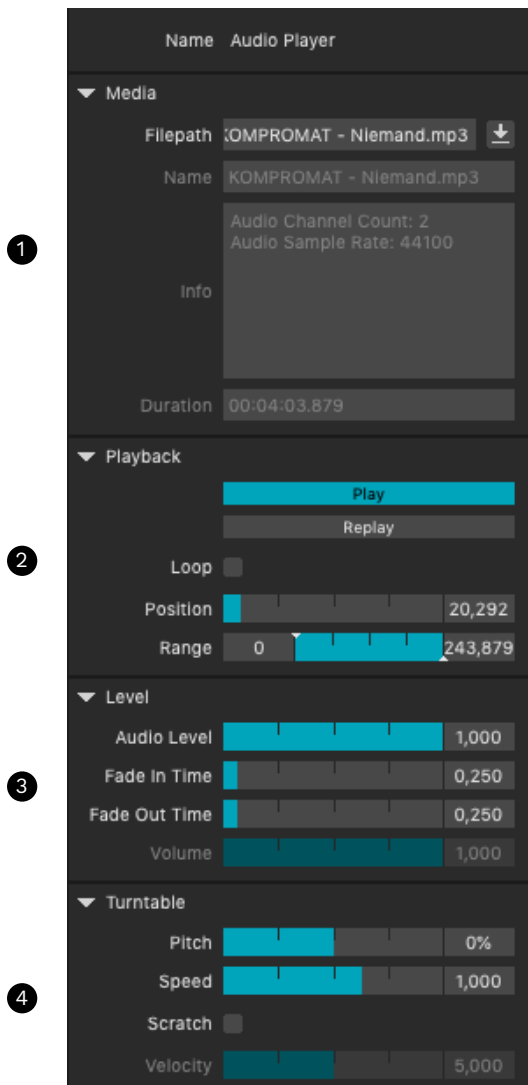You can rename a module instance by double clicking its name.
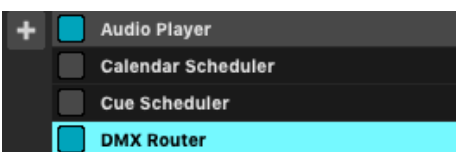
▶ Deactivate, re-activate each Module by clicking on the activation button next to its name.

Remove a Module with the Delete key or with a right click on the Module name → Remove Module.

Once a Module is added, set it up through its inspector, below the Modules list.

Audio Player

▶ Use audio tracks in a dedicated way with the Audio Player Module.

Drag and drop a .mp3, .wav, .aiff, etc. file into MadMapper to instantly launch the Module.

The Module Inspector will first display the information of the audio track in the Media part ❶ : name, info, duration and filepath.

Then within the Playback section ❷, play the audio track with the Play button. Press Play again to stop playback. Press Replay to play the track again from the beginning.

If the Loop box is checked, the audio track will play in loop. Below, with Position, set when your audio track plays.
Range allows you to set a playback range for your audio track.

The Level section ❸ provides access to more settings : volume level, fade in or fade out of the track.

Finally, have fun by editing your audio track using the Pitch and Speed options in the Turntable section ❹.

Plus, if you check the Scratch option, when you move the position of your track you will hear a scratch sound like on a vinyl turntable.

Play with this effect by increasing or decreasing the Velocity.

Cue Scheduler

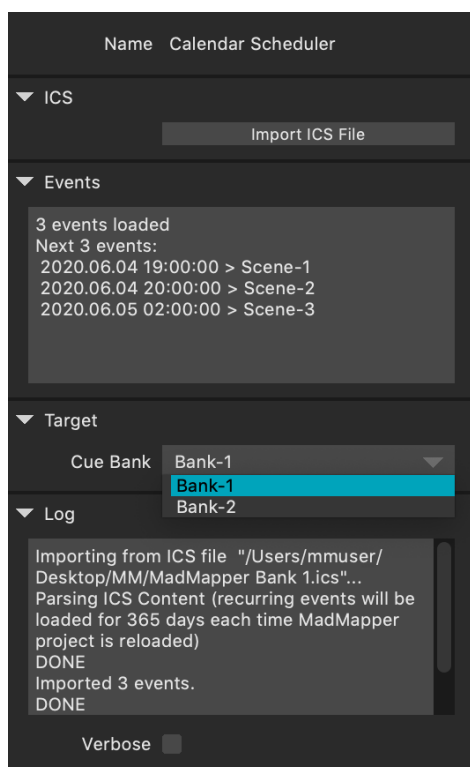▶ Schedules your cues/columns with the Cue Scheduler Module:

Choose a specific day and time or a recurring date. Use automation and set up rules. Define precisely which cue(s) or column(s) of which bank will play.

Combine scheduling and automation for even more control.

More information about the Cue Scheduler Module in the tutorial video available on our Youtube channel as well as in the In Depth guide.

Calendar Scheduler

Name Calendar Scheduler	▶ Trigger Scenes and Cues at specific dates and times from any calendar application with the Calendar Scheduler Module.
▼ **ICS**	
Import ICS File	Create multiple instances with this safe process (no internet connection is required).
▼ **Events**	
3 events loaded Next 3 events: 2020.06.04 19:00:00 > Scene-1 2020.06.04 20:00:00 > Scene-2 2020.06.05 02:00:00 > Scene-3	This module uses a standard ICS file : once your project is finalized, create events corresponding to each scenes and cues you need to trigger at a specific date and time in your calendar application, then export this calendar in ICS format, and finally import this file into MadMapper.

ICS

Import ICS File

Events

3 events loaded
Next 3 events:
2020.06.04 19:00:00 > Scene-1
2020.06.04 20:00:00 > Scene-2
2020.06.05 02:00:00 > Scene-3

Target

Cue Bank Bank-1
          Bank-1
          Bank-2

Log

Importing from ICS file "/Users/mmuser/
Desktop/MM/MadMapper Bank 1.ics"...
Parsing ICS Content (recurring events will be
loaded for 365 days each time MadMapper
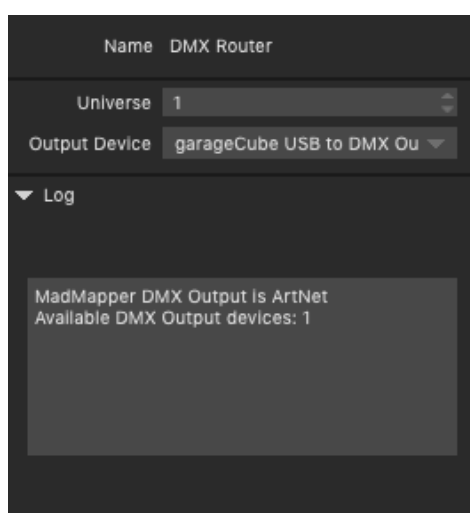project is reloaded)
DONE
Imported 3 events.
DONE

Verbose ▢

▶ Trigger Scenes and Cues at specific dates and times from any calendar application with the Calendar Scheduler Module.

Create multiple instances with this safe process (no internet connection is required).

This module uses a standard ICS file : once your project is finalized, create events corresponding to each scenes and cues you need to trigger at a specific date and time in your calendar application, then export this calendar in ICS format, and finally import this file into MadMapper.

More information about the Calendar Scheduler Module in the In Depth guide.

DMX Router

Name DMX Router

Universe 1

Output Device garageCube USB to DMX Ou

Log

MadMapper DMX Output is ArtNet
Available DMX Output devices: 1

▶ Route ArtNet / sACN universes to USB DMX devices (Enttec Pro/mk2, garageCube USB-DMX) with the DMX Router Module.

The output devices list groups the same devices as in your DMX Output preferences although in order to use the DMX Router Module, DMX Output (in the MadMapper preferences) must be set to ArtNet or sACN.

Add a DMX Router Module and choose the universe you want to route to the DMX controller of your choice. Consult your universes using the DMX Monitor Panel.

Add multiple DMX Router Modules in order to send multiple universes to multiple USB DMX devices.

MIDI Out

▶ With the MIDI Out Module, MadMapper becomes a MIDI controller for your compatible third-party software or devices.

They must therefore accept MIDI In in order to receive MadMapper as MIDI Out.
Note that this Module only works natively on macOS. On Windows, you will need to install the LoopMIDI software.

Any connected MIDI device will appear in the Device list of the MIDI Out Module, Target part ❶.

In the next section, Event ❷, you can choose from several types:

Control change (event with a value between 0 and 127).
Note On/Off (works like a button).
Note Trigger (like a button too, except that you can choose the note length).
Pitch Bend (for extended values from 0 to 16,383).

Also in the Event section, match the MIDI channel and CC number with the values in your software or device.

Define your MIDI control in the Value section ❸ by playing with the control change value (control change), velocity (note on/off), note duration (note trigger) or pitch bend value (pitch bend).

Finally, the Trigger section ❹ allows you to send your value directly.

You can also create Cues in which you can assign different MIDI values, a flexible way to control an external device via MIDI using the Module and the Scenes and Cues.

A demonstration is given in this tutorial.
https://www.youtube.com/watch?v=C28vQjLEnog
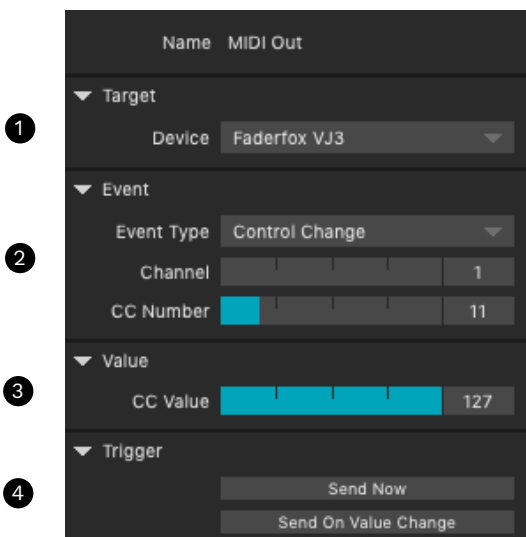
OSC Out

▶ Send OSC requests from MadMapper with the OSC Out module:

If a device is already on the network (with Bonjour Protocol), its information will be filled in automatically in the Target part ❶.

By choosing Custom, you can also fill in these information manually (IP, port) and of course define the URL address of the OSC command.

As with the MIDI Out Module, different types of Events ❷ are available:

Float (0-1): value between 0 and 1 (float value).
Float (unbounded): value up to 10,000,000, 00000.
Integer: integer value.
Boolean: true or false value.
Nll: no defined value.
String: send a sting, you will have to write it in String Value.

The Trigger part ❸ allows you to :
Send now (send an OSC packet directly)
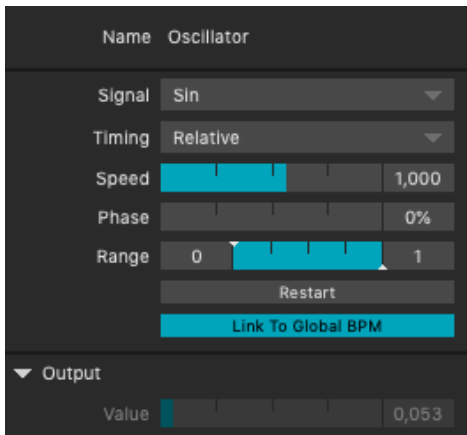Send on value change, which allows you to update the value.

Finally, with handle feedback ❹ you can receive feedback from TouchOSC for instance.

In the same way as with the MIDI Out Module, you can have a flexible setup by creating Cues that contain your different OSC values.
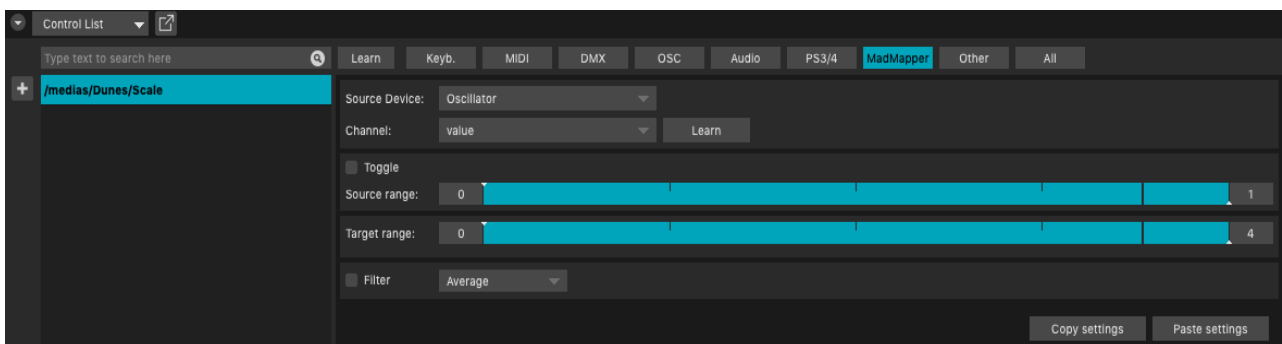
Oscillator

► The Oscillator Module has replaced the Master Oscillator and can now be created as many times as wanted in order to animate Medias.

Create first an Oscillator in the Module tab, so that it appears in the control list (MadMapper/Oscillator).

Then choose a setting in the Surface Inspector (e.g. opacity) or in the Media Inspector (e.g. scale), right click → Add Control / MadMapper / Oscillator.

In addition to the module created in the Modules creation tab, you now have access to the control setting defined in the Control List :

Add additional Oscillator controls here with the + button, eventually change the source or target range, add a filter effect.

Go back to the Module tab and play with different parameters through the Oscillator Module Inspector,

Signal: choose a signal shape, which will define the waveform of the signal. Sin, Triangular, Saw, Square and Noise are available.
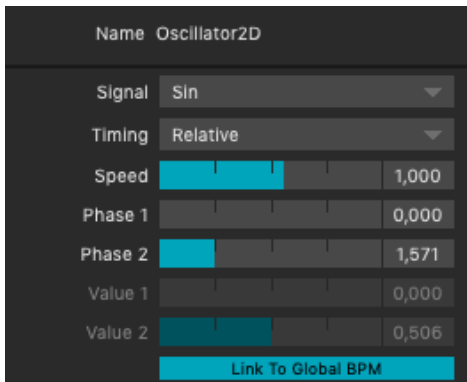Timing : choose the time of the signal, relative or BPM synced.
Speed : Increase or decrease the speed of the signal.
Phase : shift the signal.
Range : shorten the signal.
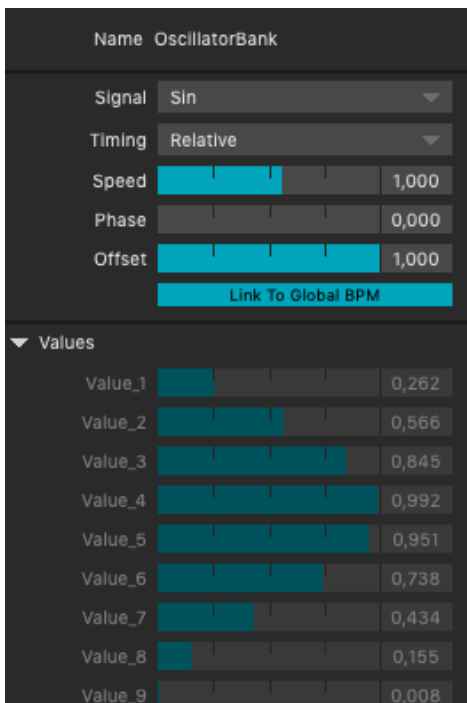Value will always display live the value of the signal, between 0 and 1.

Oscillator 2D

▶ The Oscillator 2D is identical to the previous Oscillator, but has two Phase settings: two values are then correlated.

The Range setting disappears, as does the Restart button, but the operation of the Module and its use remain the same.

Oscillator Bank

▶ The Oscillator Bank, identical to the previous Oscillator, integrates Offset : lower it and your 10 values will come alive at the same time. Increase it to have a variation within your 10 values.

Otherwise, the operation of the Module and its use remain the same as the Oscillator and the Oscillator 2D.

MiniMad Controller

Name	MiniMad Controller

▼ Target

Device	MiniMad Video - DIPTYQUE ▾
IP	192.168.1.5

▼ Bonjour

Nickname	DIPTYQUE - A1

▼ Application

App Name	MiniMad Video
App Version	4.0.0

▼ Sync

Sync Group	SYNC_GROUP_1

Control Mode	Playback ▾

▼ Playback

Media	1024_minifoo_mp4.mov ▾
Play. Mode	Play Media in Loop ▾
Image Time	3,00000

Play

Restart

Previous Media

Next Media

▼ Luminosity

Luminosity	▮▮▮▮ 1,000
Sync Group	▮

▼ Audio

Audio Level	▮▮▮▮ 1,000

▶ Control your MiniMads (Video & Light) from MadMapper, with the MiniMad Controller Module.

MadMapper will discover it if you connect them to the network.

You can choose the MiniMad to control from the MiniMad Controller Module.

Then you can use Cues in MadMapper to schedule or automate your MiniMad (using the Cue Scheduler module).

More information in the MiniMad user guide.