

MAD PROJECTOR CONTROL GUIDE

MadProjectorControl is an extension of MadMapper allowing the control of projectors remotely.

This useful tool will use for instance the PJLink protocol through a dedicated module.

1. Introduction

- ▶ The **MadProjectorControl** extension allows you to control your video-projectors remotely through the network using the **PJLink** protocol: <https://pjlink.jbmia.or.jp/english/>

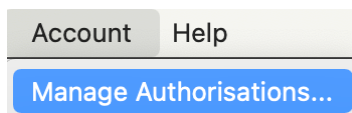
Using the PJLink module, you can therefore remotely power your PJLink-enabled projectors on and off, as well as mute their video and audio signal at will.

Then, with the help of MadMapper's Calendar Scheduler & Cue Scheduler, you can fully automate your installation, removing the need for a dedicated operator.

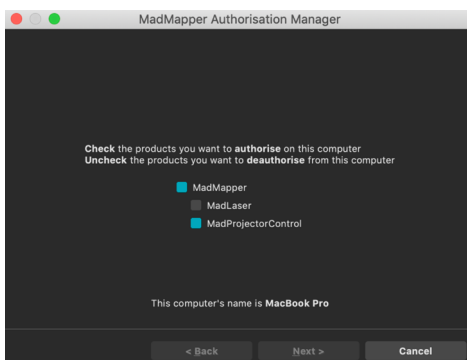
Please note that this guide cannot cover an essential part: **the network setup of your projector**. While the use of **MadMapper** and the **PJLink** protocol remain the same, the projector setup varies from one model to another, from one brand to another. Be aware that this step can be complicated if you are not initiated!

2. Setup

2.1. Authorisation



- ▶ Within MadMapper, click on the Account menu (top bar) then **Manage Authorisations**.



- ▶ Select MadProjectorControl and follow the procedure. The extension will be linked to the user account used for its purchase. Make sure you're using the right login.

Must know:

Before restarting, the admin password will be asked. It's the admin password of your computer.

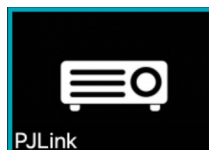
2.2. Add a module



- ▶ Go to the Modules tab, accessible from the top left of the interface.



- ▶ Click on the icon at the left of the Modules list to add a module.



- ▶ Select the **PJLink** module to add one.

Mad tips

Add a **PJLink** module instance for each projector you want to control. They will be listed in the modules list with the usual features allowing you to select, unselect, move or rename your modules.

Please note as well that by default and for power/energy saving reasons, the projector's network interface may be disabled when the projector is turned off. Therefore, you may want to disable this power saving feature if **MadMapper** is supposed to turn on the projector.

Once the network interface is available (the green LED on the Ethernet connector is lit), is physically connected to your computer, and both network interfaces are configured with compatible IP addresses/masks, you can test connectivity by pinging the projector on the network, or by logging into the projector's web interface.

3. Target

▼ Target

Device 192.168.1.123

IP 192.168.1.123

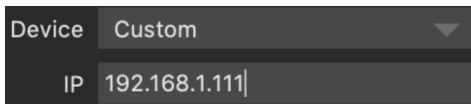
Password

Status Connected

- ▶ Once the projectors you want to control are physically connected to the same ethernet network, you must setup the **Target** fields of the module first.

Device 192.168.1.123

- ▶ Select the projector your want to control in **Device**: relying on the **PJLink** discovery protocol, all the supported-devices IP addresses will appear in the dropdown list (that can take up to 30 seconds after MadMapper has started).



- ▶ Since the protocol is not supported by all PJLink-enabled device, you can otherwise manually input the projector IP by selecting **Custom Device**.

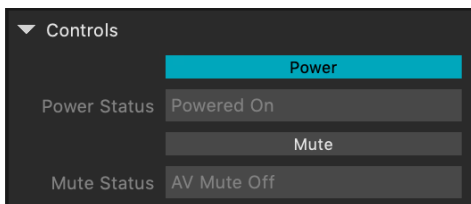


- ▶ In addition to IP-address, and depending on the projector's model and configuration, you may need to enter a **password** to connect to the device.



- ▶ The status of the connection and error messages appears in the **Status** field.

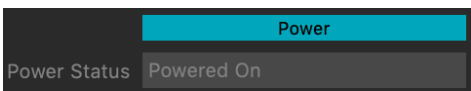
4. Controls



- ▶ Once the status become connected you will get access to the Power and Mute **Controls**.

Mad tips

The projector's **Mute status** (in the Controls section) remain blank until the device gets powered on.



- ▶ Use the **Power** button to turn the projector on and off.

When changed the **Power** button state represents the desired power state of the projector.

Must know :

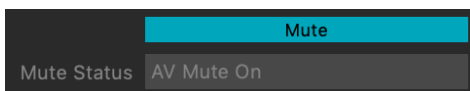
The desired state may not be reached immediately in certain situations.

For example when the Power button is toggle on while the projector has just been powered off and is still cooling down, the order will be delayed until the projector is actually enabled to be powered on again.

Mad tips

In the absence of power control change in the module, the **Power** button state matches with the actual power state of the projector.

For example: if the projector gets powered off using the device's physical remote, the **PJLink** module's Power button will eventually turn off to reflect the new projector's power state.



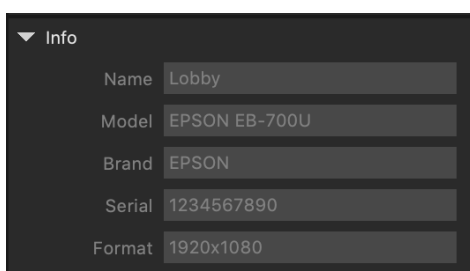
- ▶ Click the **Mute** button to mute / unmute both the audio and video of the projector. Video mute can have different effect depending on the projector's technology: older models have a motorized physical shutter to prevent the light from being projected, while newer models can instantly cut their light-source to achieve the same result.

Mad tips

In the absence of mute control change in the module, the **Mute** button state matches with the actual mute state of the projector.

For example: if the projector gets muted using the device's physical remote, the **PJLink** module's **Mute** button will eventually turn on to reflect the new projector's mute state.

5. Info



- ▶ The **Info** section will display the projector's Name, Model, Brand, Serial and Format once the Status become connected.

Mad tips

The projector's **Format** will remain blank until the projector is turned on and receives a signal.

Get the **MadProjectorControl** extension, access to online resources, manage your license(s) and more on <https://madmapper.com> !