Brightsign Integration

Application Note

Introduction

Many projects require integration between the lighting and video/sound systems, and a system that is often used is Brightsign.
The Brightsign range of controllers are able to store a play back video and sound files, with a degree of interactivity.
Brightsign controllers are configured with BrightAuthor, and Pharos controllers are configured using Pharos Designer, both these are available from the relevant website.

Brightsign Pre-configuration

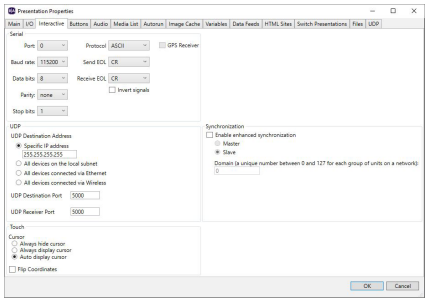
Before setting up the integration between the Brightsign and Pharos systems, you will need to configure the Brightsign Player with the correct firmware and IP Settings. The IP Settings will need to be in a compatible range with the Pharos Controller.
You will also need to add the required media to the playlist.
This is not covered in this AppNote.

Brightsign Setup

Port Settings

You will need to setup Network Ports to allow the communication with the Pharos Controller, to do this:

1. Go to File > Presentation Properties.
2. Select the Interactive tab
3. Set the 'UDP Destination Port' and 'UDP Receiver Port'. These ports will need to match the settings specified in Pharos Designer. We will use port 5000 for the destination and port 6000 for the receiver.



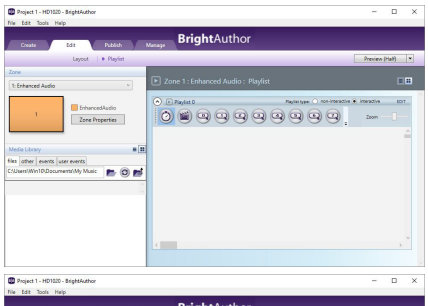
Presentation Settings

Ensure the Playlist Type is set to Interactive, to allow the use of triggering.

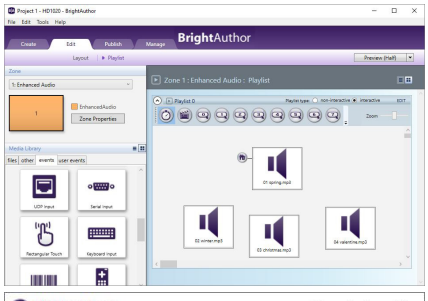
Interactivity

"Events" are used in Brightsign to add interactivity to the presentation.

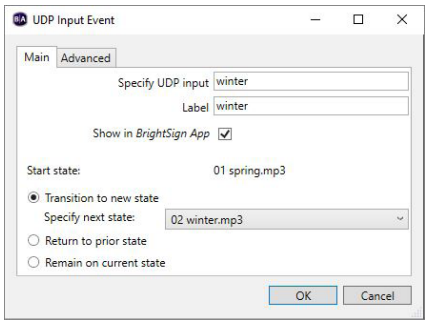
1. Click "Events" on the left hand side.
2. Click and drag the UDP Input event onto the piece of media that will be playing when the input is received
3. In the popup that opens, set the "Specify UDP Input" to the string that will be received.
4. Choose the required action ("Transition to a new state" will start a new media clip)



In our example, we have linked the UDP Input to the spring clip. When the string "winter" is received, it will transition to the winter clip.



You could then add a "Media End" event to the newly started media clip so that when it ends, the state changes back to a default e.g. Spring.



Publish

Once all the interactivity has been setup, the presentation can be published to the Brightsign.

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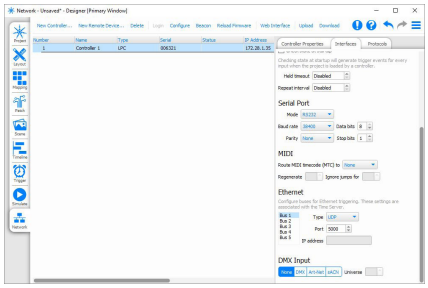
Pharos Pre-configuration

Within your Pharos project file, you will need to setup the fixtures, patch and timelines/scenes. You will also need to ensure the controller is on the same version of Firmware as your version of Designer, and that the IP Settings are in a compatible range with the Brightsign Controller.
This is not covered in this AppNote.

Pharos Setup

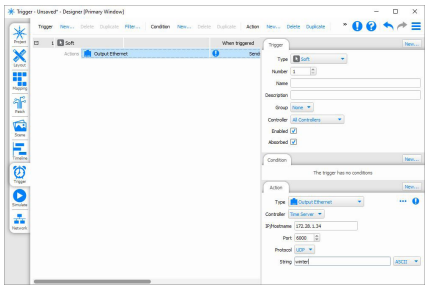
Port Settings



An Ethernet bus needs to be configured on the controller to receive messages from the Brightsign controller:

1. Go to the Network mode
2. Select the controller in the project
3. Select the Interfaces tab on the right hand side
4. In the Ethernet section, select Bus 1, set the type to UDP and set the Port to match the “UDP Destination Port” set on the Brightsign (5000).

Trigger Settings



You will need to setup at a trigger to output the string to the Brightsign controller.

1. Go to the Trigger Mode
2. Add a new trigger (we will add a soft trigger as an example
3. Add an Output Ethernet Action to the trigger.
4. Set the String to the input string setup within the BrightAuthor presentation, set the IP Address to the IP Address of the Brightsign controller, set the Port to the “UDP Receiver Port” set on the Brightsign controller.

Upload

Upload the project to the Pharos controller.
Whenever the trigger is fired, it will send the string to the Brightsign controller, which will in turn start the required media clip.

More Information

Further information about Ethernet Integration is available in the Ethernet Integration AppNote.
Further information on Brightsign controllers, and their setup is available from the Brightsign website.

Credit

Many thanks to Experience Lighting for their assistance with this Application Note.