**RGBlink**®

# mini-mx

## Streaming Video Mixer
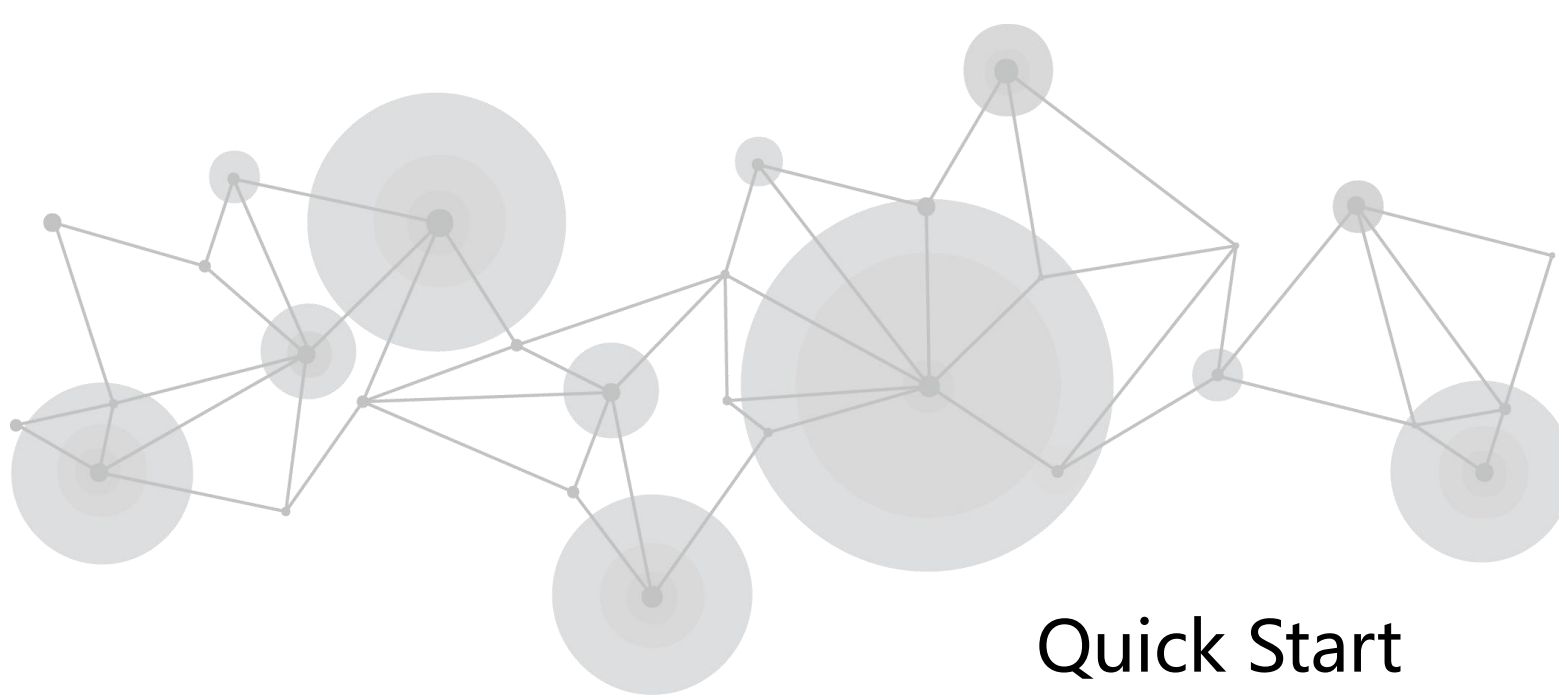
Quick Start

# Content

# Product Overview

## Key Features

- 4K multi-channel streaming video mixer

- Built-in 5.5 inch touch screen for menu operation

- Quad HDMI 2.0 inputs, resolutions up to 4K@60，HDCP protocol compliant

- Dual HDMI 1.3 outputs for monitoring of multi-window PREVIEW and PROGRAM

- Dual MIC in, one line-in, one Bluetooth in, dual audio out

- Mix for HDMI embedded and external audio

- One-key recording. Recording capacity of hard drive is up to 2T

- Stream up to 2 platforms simultaneously over IP and 32 platforms via TAO Cloud

- Support multi-layer overlay, layer scaling and cropping

- 15 switching effect modes

- 5-direction joystick for controlling up to 4 PTZ cameras

- Save and store up to 16 scene presets. One-click for preset recall

- Support Chroma Key

- One-key quick switch between portrait and landscape screen

- Support web control, compatible with mobile devices and computers, compatible with

multiple operating systems

# Front Panel



| ❶ Audio Volume Controls | Embedded audio volume adjustment for HDMI 1~4 inputs. |
|---|---|
| ❷ Toggle | • Size adjustment for layer.<br>• Zoom in/out for PTZ control. |
| ❸ Layer Selection Buttons | • Indicate BACKGROUND, LAYER A, LAYER B, LOGO, OVERLAY and TEXT from left to right.<br>• No button light for closed layer.<br>• Press to add layer to Preview window. Button illuminated blue indicates enabled and selected state for editing. Button illuminated green indicates enabled but un-selected state.<br>• Press button illuminated blue again to close the opened layer.<br>• Press and hold for 2 seconds to enter LAYOUT interface. |
| ❹ Channel Fader | • Control audio volume level for each channel.<br>• Indicate MIC1、MIC2、Line-in、Bluetooth、PREVIEW、PROGRAM from left to right. |

| | |
|---|---|
| ⑤ Listen and Mute Buttons | • Listen Button: Audio management for monitoring port. Button illuminated green allows users to monitor the audio from a channel ; no button light indicates monitoring function is OFF.<br>• Mute Button: Mute that channel at PROGRAM port. When a channel is muted, the button will be illuminated red; no button light indicates the channel is ON at PROGRAM port. |
| ⑥ T-Bar | Preview and Program views can be transitioned by pushing T-bar. |
| ⑦ Page Up | Press to return to the previous page. |
| ⑧ Page Down | Press to enter the next page. |
| ⑨ Button 1~8 | • Button 1~8 indicate 8 items in Menu correspondingly.<br>• Button 1~4 can be used as 1~4 HDMI inputs switch button.<br>• No button light for no input. When there is an input signal, button will be illuminated white. When the signal is in Preview, the button will be illuminated green; when the signal is being edited, the button will be illuminated blue. |
| ⑩ 5-Direction Joystick | • Position adjustment for layer; push joystick to full screen for Layer A or Layer B, push joystick again to restore.<br>• Set pan, tilt and zoom for PTZ camera; push joystick to enter PTZ control interface. |
| ⑪ MENU Button | Push MENU Button and you can do the followings：<br>• Not in Menu: push to return to previous interface.<br>• In Menu: push to switch interface between Home and Menu.<br>• In Home: push to enter Menu; push for 2s to lock touch screen and operation board. |
| ⑫ ON-AIR Button | • Press to start or end streaming.<br>• Check streaming status on LCD screen: steady red shows ON AIR, flashing red shows unstable network, unlit indicates finished streaming state. |
| ⑬ 5.5" HD Touchscreen | For menu operation and multi-view window monitoring. |

# Interface Panel
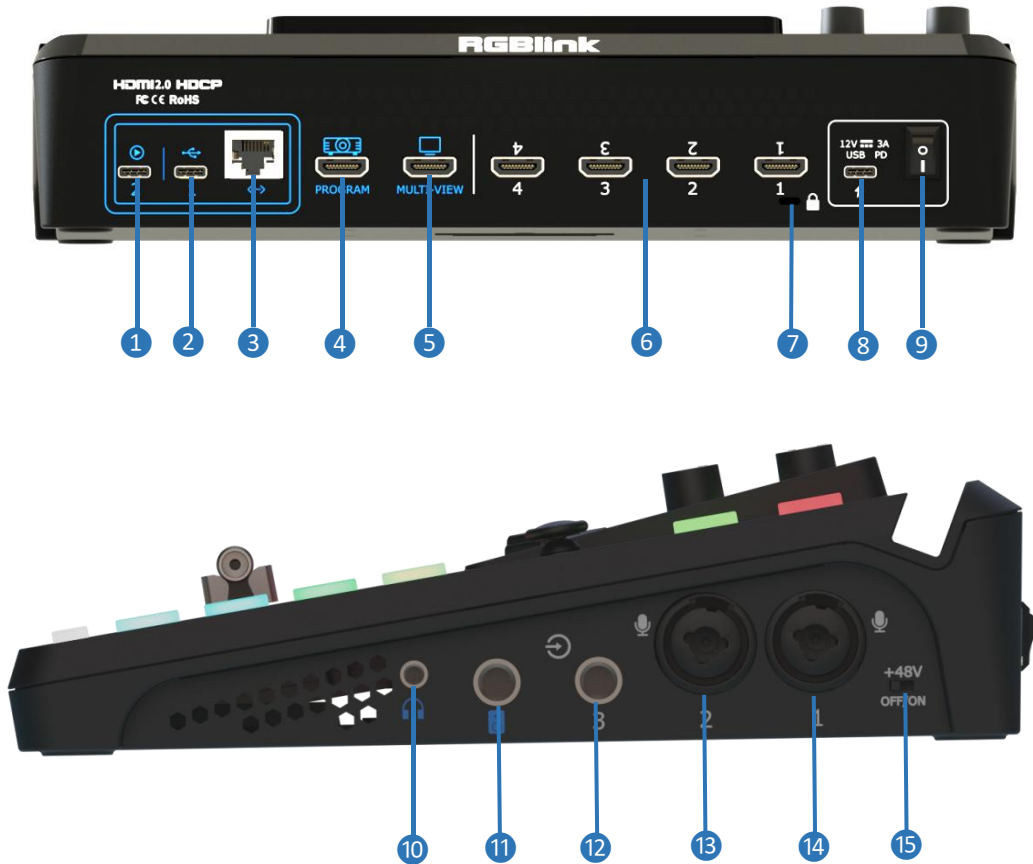


| ❶ UVC | Recognized as USB webcam to connect computer or mobile phone for streaming or video conference. |
|---|---|
| ❷ USB-C | <ul><li>Insert SSD or U disk for recording.</li><li>Insert a U disk to import audio, video and graphic files.</li><li>Use with USB-C cable provided to share network from mobile phone.</li></ul> |
| ❸ Ethernet Port | Achieve network connection and camera control connection for streaming, remote control, upgrade and camera signal transmission. |
| ❹ PROGRAM Output Port | Default to output real-time scene, can set as Multi-view Preview or Test Pattern. |
| ❺ MULTI-VIEW Output Port | Default as multi-view preview output, can set as Program or HDMI 1~4. |

| ⑥ HDMI 1~4 Inputs | 4K resolution and downward compatible with all resolution. |
|---|---|
| ⑦ Locking Hole | Use with T-lock to fix the device. |
| ⑧ USB-C Power Port | PD protocol, 12V 3A. |
| ⑨ Power Switch | Rocker switch to power on or off device. |
| ⑩ Headphone Output | 3.5mm mini-jack for listening each analog input and HDMI input. |
| ⑪ 6.35mm TRS Jack | Balanced XLR audio output. |
| ⑫ Line-in | Balanced 6.35mm XLR jack to connect to mobile phone, computer or audio console. |
| ⑬ MIC in 2 | XLR/TRS Neutrik MIC in port. |
| ⑭ MIC in 1 | XLR/TRS Neutrik MIC in port with 48V Phantom Power supported. |
| ⑮ +48V DIP Switch | ● 48V Phantom Power supported.<br>● Defaults to OFF. |

**Warning:**

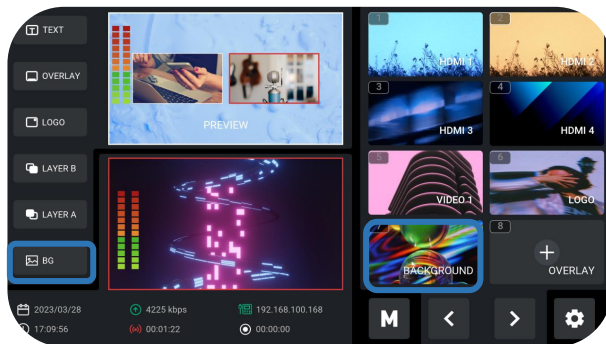Except condenser microphones that require phantom power, please **Turn Off** phantom power switch when connecting other devices.

# Using mini-mx

## Adding Background

### Inserting a U Disk

Insert a U disk into the USB port labeled number 1 to import background sources.
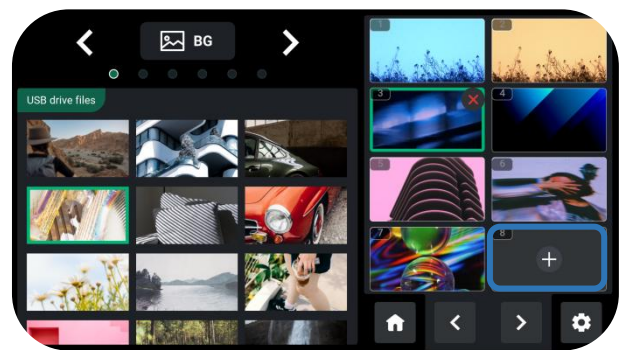
### How to enter Background Interface

Tap BACKGROUND picture in Source Selection Area 、 press BACKGROUND icon for 2s in Layer Selection Area 、 push BACKGROUND button on Front Panel can quickly enter background interface.

### Importing and Adding Sources

Tap **"+"** to add sources to Source Selection Area on the right side, press and hold the added source for deletion.

⚠️**Warning: Sources should meet the following requirements:**

1. No space and symbols in picture name.
2. jpg, png or bmp (24-bit depth); resolution within 1920x1080, subject to the actual output resolution.
3. Picture size should be consistent with the resolution.

## Turning on Background

Tap Background button on the front panel to add Background to PREVIEW window.

Push Background button on the front panel, use Button 1~8 to select picture for background picture replacement.



# Adding Layer A



## Turning on Layer A

Push Layer A button on the front panel to edit the layer.
This operation also simultaneously enables Layer A.

## Selecting Input Signal
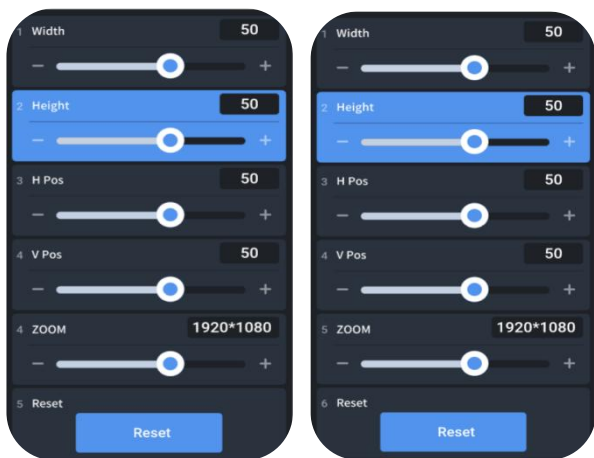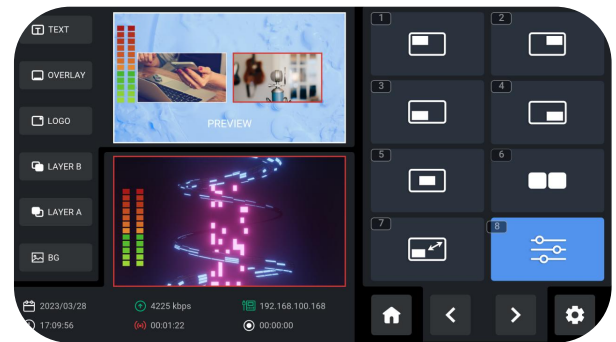
Push Button 1~4 on the front panel to select the input.

## Adjusting Size and Position

Use the adjuster on the front panel to adjust layer size and the joystick to quickly adjust the position for more detailed adjustment.

Push joystick to full screen mode, then push it again to restore to the size and position last set.

## Selecting Layout

Push MENU button to enter menu. Push Layer A button for 2S or tap 【 LAYOUT 】 to enter layout selection interface. You can also enter LAYOUT interface by pressing and holding any button on Layer Selection Area.

7 layout options available. Select required layout for Layer A and display it on the background.

## Layer Scaling and Cropping

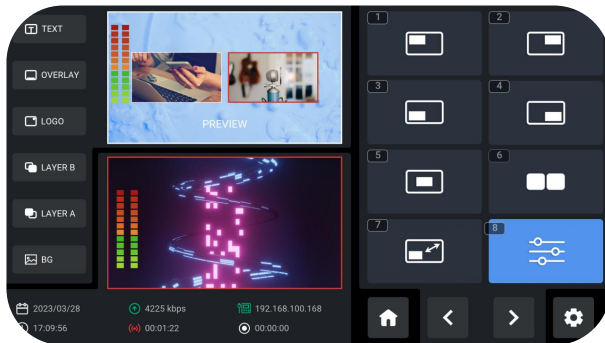Tap Option 8 to set more specific parameters.

# Adding Layer B



## Turning on Layer B

Push Layer B button on the front panel to edit the layer.

This operation also simultaneously enables layer B.

## Selecting Input Signal

Tap Button 1~4 on the front panel to select the input.
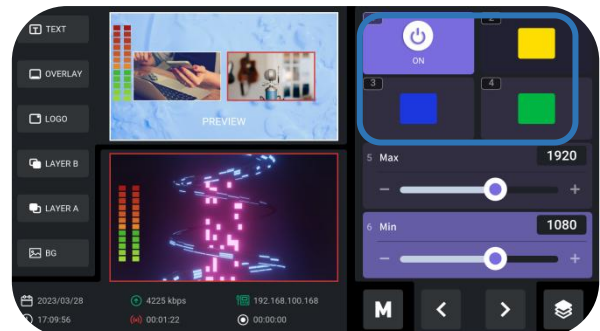




## Selecting Layout & Setting Parameter

Operations such as layer selection, size and position adjustment, layer scaling and cropping, please refer to Adding Layer A.

## Using Chroma Key

Push MENU Button to enter Menu, tap【CHROMA KEY】in Menu to enter the Chroma Key interface.

Chroma Key switch defaults to OFF.
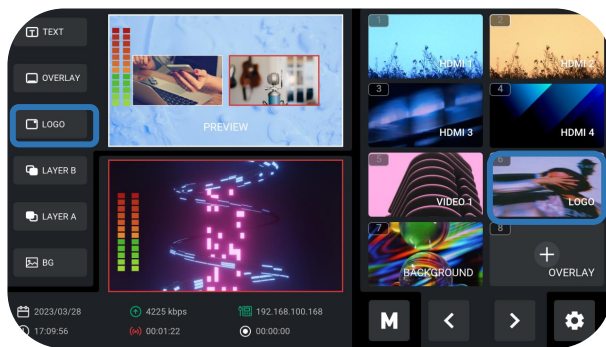
Turn on Chroma Key to perform matting on Layer B.



⚠️ **Warning:** Enabling Chroma Key defaults to perform matting on Layer B.

# Adding Logo

## Inserting a U Disk

Insert a U disk into the USB port labeled number 1 to import logo sources.





## How to enter Logo Interface

Tap LOGO picture in Source Selection Area or press LOGO icon for 2s in Layer Selection Area can quickly enter logo interface.

## Importing and Adding Sources

Tap **"+"** to add sources to the area on the right side, press and hold the added source for deletion.

⚠️ **Warning: Sources should meet the following requirements:**

1. No space and symbols in picture name.
2. png, resolution within 1920x1080, subject to the actual output resolution.
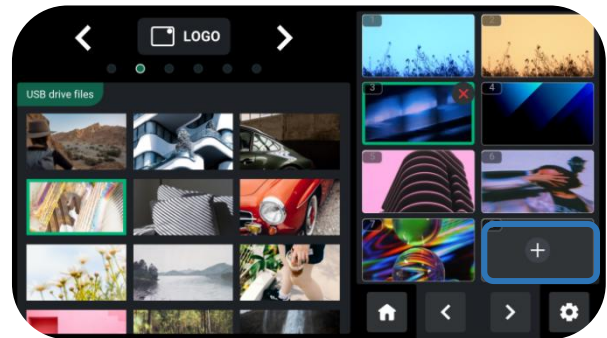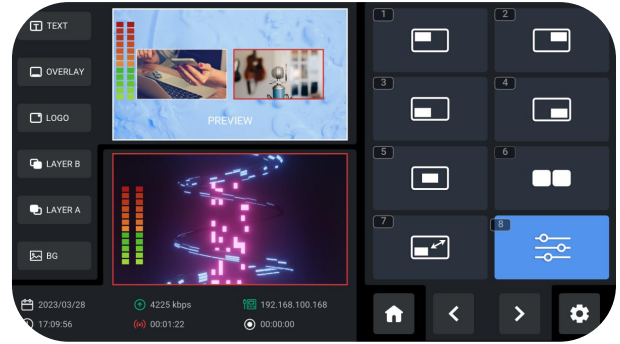


## Turning on Logo

Push Logo button on the front panel to enable it.

## Selecting Layout

Same as operations in [Adding Layer A](#), choose layout required in LAYOUT interface.





## Adjusting Position

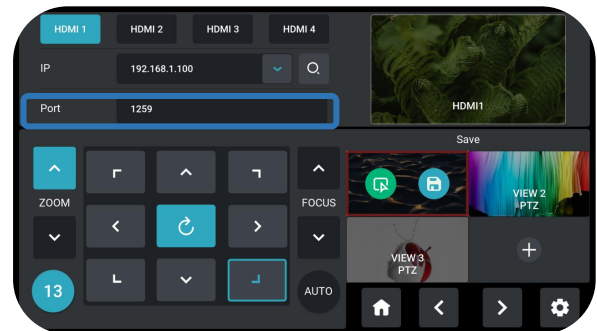Use the joystick to quickly adjust the horizontal position and vertical position.
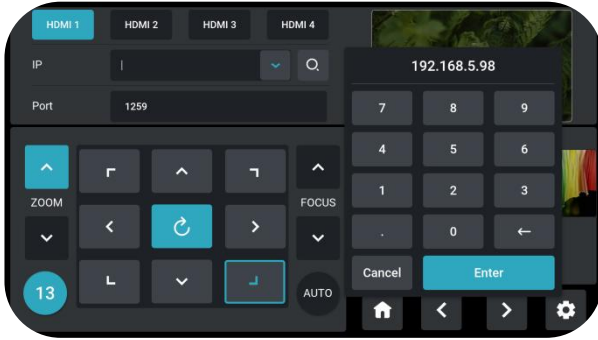
# Controlling PTZ Cameras

## Controlling PTZ

mini-mx supports simultaneous control of up to four cameras.

⚠️ **Warning:**

Please check if the port number of the controlled camera is set to 1259. If the port number is not 1259, please enter correct port number of controlled camera in the box.
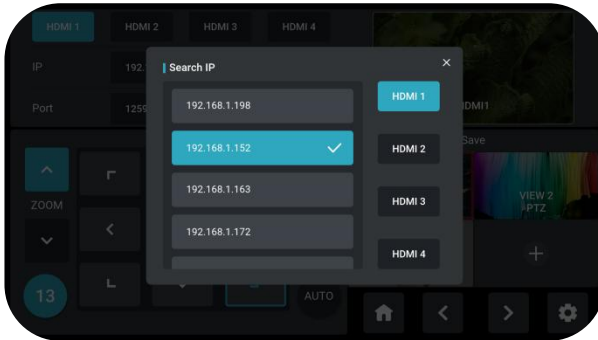
## Setting IP Address Manually

There are two ways to acquire the IP. The first one is to set IP address manually.

The IP address of mini-mx and camera controlled should be in the same LAN.

Enter IP address of the camera in the following interface and then click "Enter" to save.

## Capturing IP Address Automatically



If devices are connected to same LAN, mini-mx can search current IP address and IP address set before of all cameras in the LAN.

Click [🔍] icon to search and then select the IP address of the camera to be controlled.

## Adjusting Parameters
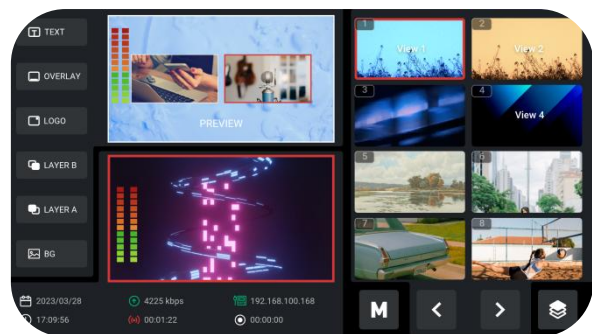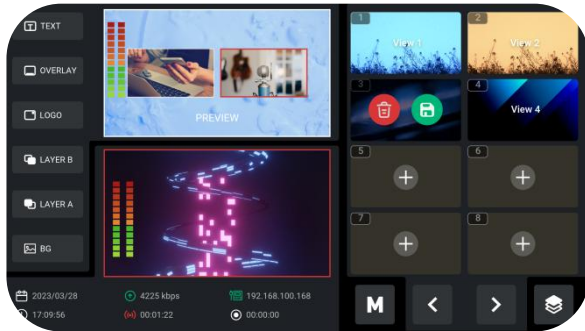
Adjust focus, position and speed to meet needs.
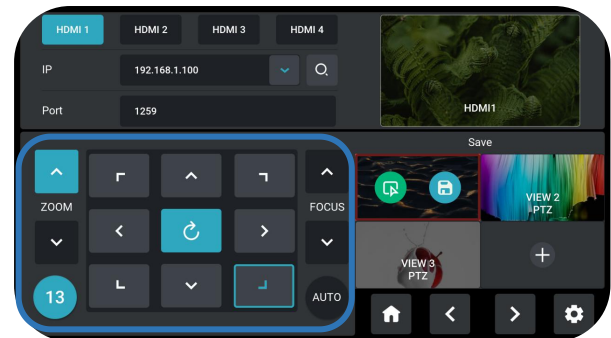


# Saving Scenes

## How to Enter Scene Interface

Push MENU Button to enter Menu, tap 【SCENE】 in Menu to enter the interface.

You can also press and hold Preview window in PREVIEW interface for preset calling or saving.
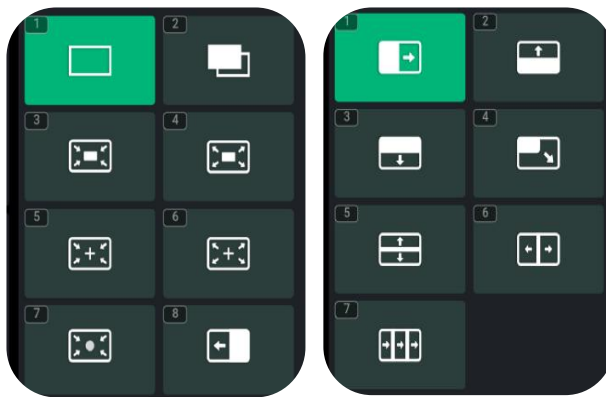
## Saving Scenes

mini-mx allows user to save 16 presets in total to the corresponding View 1~16.

Click 💾 icon to form a static picture of the current PREVIEW scene and save it in the current scene. Click 🗑 icon to delete scenes no longer needed.

# Loading and Switching Scenes

## Loading Scenes

Choose the Scene needed, then tap PROGRAM window or ❁ icon for direct loading.
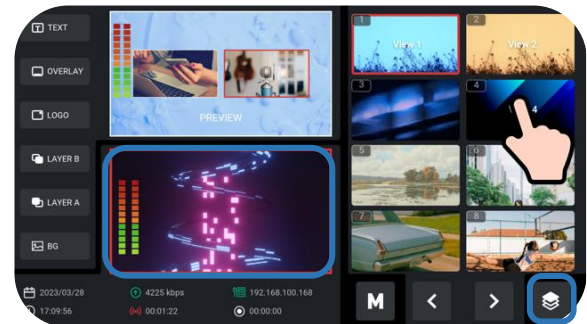




## Selecting Switching Effect

15 transition effects available.

## Selecting Switching Mode

mini-mx provides 2 switching mode, including T-Bar Preview Mode and CUT Mode.
Tap the Setting icon on Menu or Button 8, then 'System' > 'Mode'.

⚠️ **Warning:**

Only Preview mode supports time setting. Switch time of CUT mode defaults to 0.5s.
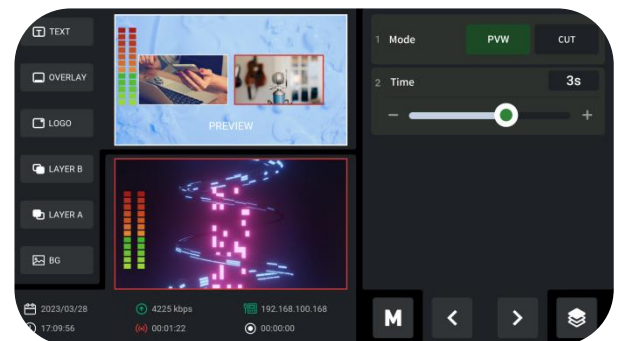
## T-Bar Mode

Preview and Program views can be transitioned by pushing T-bar.

## CUT Mode

Use Button 1~4 on the operation board to switch 4 HDMI inputs. The Button 1~4 corresponds to the 4 HDMI inputs one-to-one.

# Audio Mixer

## Understanding the Mixer

### Default Configuration

Push MENU Button to enter Menu, tap【AUDIO】in Menu or push Button 6 to enter audio setting interface.

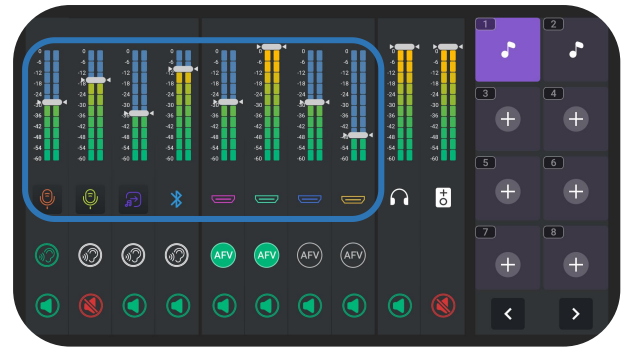mini-mx has eight separate inputs for connecting various devices and audio sources: **three XLR/TRS jacks** for connecting microphones, computers and audio consoles; **a Bluetooth channel** for connecting computers and mobile devices wirelessly; **four HDMI inputs** support embedded audio volume adjustment.





### Using the Physical and Virtual Faders

mini-mx features four physical faders and eight virtual faders.

The physical faders function like any other mixer: use the sliders to adjust the level for that channel.

The virtual fader position will be mirrored in real-time on audio setting interface.

## Using the Mute Buttons

The red button under each physical faders is a mute button, which can mute that channel on the output. You can also access a mute button by entering the audio setting interface and then tapping the mute icon.

When a channel is muted, the button on the front panel and icon on the audio setting will be illuminated red.



## Using the Listen Buttons



The green button under each physical fader is a "listen" button, which allow users to monitor the audio from a channel. Users can also access this feature by tapping the level meter on audio setting interface and then tapping the ear icon.

When "listen" function is triggered, the button on the front panel and icon on the audio setting will be illuminated green.

# Understanding the Audio Outputs

## Default Configuration

mini-mx comes with two separate outputs, including one Headphone Output and one Program Output.
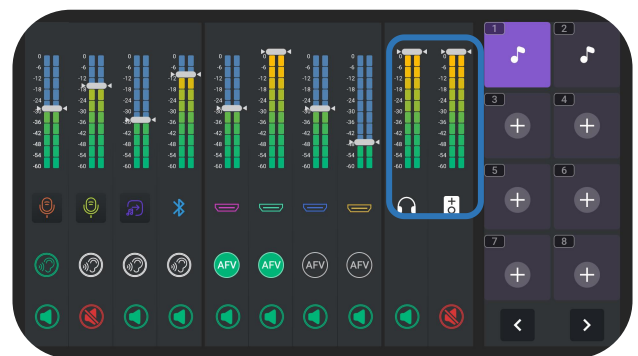
## Using the Physical and Virtual Faders

mini-mx features two physical faders and two virtual faders.

Same operations as described before: use the sliders to adjust the level for the output channel and the virtual fader position will be mirrored in real-time on audio setting interface.

## Using the Mute Buttons

The mute buttons under each physical faders are represented in two types: tap the right one to mute all channel on Program output port and Preview output port. You can also access a mute button by entering the audio setting interface and then tapping the mute icon.

When a channel is muted, the button on the front panel and icon on the audio setting will be illuminated red.





The left one is for simultaneous audio management of four HDMI signals on Program output port and Preview output port.

Tap the button on the left can mute the corresponding channel on Program output or Preview output.

# Streaming and Recording

## Streaming

### Connecting USB for Streaming

The USB port labeled number 2 is for video capture, which allows users to capture videos to computer and the captured video content can be streamed to Facebook, YouTube, Zoom, Twitter and other streaming media platforms via a third-party Video Media Player software like OBS.





### Connecting LAN for Streaming

Use the LAN port, users can perform live streaming directly to the live platform via IP address.

⚠️ **Warning：**

Choose correct network mode when using local network for streaming. (Tap the Setting icon on Menu or push Button 8, then 'Network' > 'Network Mode' > 'Cable' )

## Recording

### Connecting a USB Storage Device

mini-mx supports recording streaming media content to an external USB storage device, such as U disk or SSD through the USB port labeled number 1.

⚠️ **Tips:**

Format SSD, U-disk before recording.

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