



# *TriggerPoint*

*V.1*

*For Windows & Mac*

*Lite Version*

## **User Guide**

# Table of Contents

Introduction.....	3
Installation & Activation.....	4
Input Options.....	5
Triggering via ASCII (inc. GeniusPro).....	6
Triggering via Telnet (inc. Qlab).....	7
Notes about cue stacks.....	8
Triggering via TriggerNode.....	9
Uninstalling TriggerPoint.....	10
Troubleshooting.....	11

Please note that this manual was written for the professional version of TriggerPoint, which allows greater control over your presentation.

The free version of TriggerPoint, whilst still accepting commands in the same ways as the professional version, allows only PPNext commands to be sent to PowerPoint.

Please also note that TriggerPoint Lite does not need activating or deactivating.

# Introduction

Thank you for installing TriggerPoint Lite!

TriggerPoint is a small piece of software that can run minimized on a computer and enable remote or pre-programmed automatic operation of PowerPoint presentations.

Possible uses for TriggerPoint include simplifying a show-control setup where one operator is controlling multiple consoles. Simply install TriggerPoint on the computer with the PowerPoint presentation, run it in the background, then configure your lighting console\* or sound playback system\* to send supported commands to TriggerPoint in order to control your PowerPoint presentation.

TriggerPoint can also be used to enable remote control for a PowerPoint presentation, either by using Telnet commands, or by using the TriggerPoint Node. This feature may come in useful if, for example, it is impractical to run a VGA cable from a presenter's computer on stage to a projector positioned out in an auditorium. Simply position a computer where practical to connect to the projector, position a second computer on stage running TriggerNode, and connect the two computers via a local TCP/IP network, either via building infrastructure, or a wireless access point.

\*Compatible lighting console or sound playback system required. They must either be able to output ASCII messages over a serial (COM) link or be able to connect via Telnet and send commands.

# Installation & Activation

## *Installing TriggerPoint on OSX*

- To install TriggerPoint on OSX, simply mount the TriggerPoint DMG file, then drag the TriggerPoint directory into you Applications directory.

## *Installing TriggerPoint on Windows XP*

- To install TriggerPoint for Windows, double click on the TriggerPoint installation file, and follow the instructions on the screen.

## *Activating TriggerPoint*

The first time it is run, TriggerPoint will need to connect to the internet to verify that you are running a legally obtained copy of the software. The activation process is fairly self-explanatory.

Please note that TriggerPoint may only be installed on one computer at a time, therefore if you wish to install it on a different computer you will need to deactivate it on the original machine first, using the 'Deactivate' button that can be found at the bottom of the initial TriggerPoint start up window. As with activation, TriggerPoint will need to connect to the internet to deactivate.

# Input Options

TriggerPoint can accept input in two different ways

## *Serial (COM) Input*

- On the initial start up page, select 'Serial (COM) Input'
- You can then select a COM port on which to accept ASCII input.
- Please note that the baud rate on the controlling console should be set to 9600bps
- When you have made your selection, click 'OK'
- For examples of ASCII strings, please see page 6.

## *TCP/IP Input*

- On the initial start up page, select 'TCP/IP Input'
- You can then select, by means of its IP address, the network adapter that you are planning on accepting input from.
  - For example, your computer may be connected to the internet via a wireless access point, with IP address 192.168.1.64, and to your controlling computer via a wired network with IP address 192.168.0.2. In this scenario, you would choose the latter option from the drop down list.
- When you have made your selection, click 'OK'
- For examples of triggering via TCP/IP, please see pages 7 & 8.

# Triggering via ASCII

You can send ASCII strings to TriggerPoint via a null-modem lead connected between a COM port of the computer that TriggerPoint is running on, and a COM port.

A basic null-modem cable connecting two serial COM ports should be wired as follows:

Pin 2 to Pin 3  
Pin 3 to Pin 2  
Pin 5 to Pin 5

COM Port settings on your console should be 9600, 8, N, 1. Programs and consoles that can control TriggerPoint in this way include Show Cue System (SCS), Strand 300 and 500 series consoles, Strand Palette consoles, and pretty much any other console that can output ASCII strings.

## *GeniusPro (Strand 300/500) Example*

- Turn on 'Macro Trigger Output' by going into Console Setup, and setting the following:
  - Macro Trigger Output: On
  - Net Node: Local
  - Port: COM 1 (or COM 2)
  - Baud: 9K6
  - Config: 8-N-1
- Go back to Live view
- Program Macro 5 to output 'PPNext' by pressing:
  - **Macro 5 Text !PPNext** (Bold commands are console keys, non-bold is typed on the QWERTY keyboard)

The exclamation mark tells the console that the following text should be sent out of the COM port configured in console setup. Please note that you do not need to actually program any keystrokes into the macro, simply set the text label.

## Triggering via Telnet

You can open a telnet session to control TriggerPoint over a TCP/IP network, either hard-wired or wirelessly. As with most show control applications, we would recommend that wherever possible you use a wired connection to avoid untimely disruptions.

To start a telnet session into TriggerPoint from a Terminal window on OSX, type “Telnet X.X.X.X 9200” where X.X.X.X is the IP address of the computer that TriggerPoint is running on.

Once the telnet session has been opened, you can type in your trigger string (E.g. PPNext, or PPGo03, etc) and hit enter to send the string to TriggerPoint. Note that when a telnet session is active, the text line beneath the words ‘Please enter commands to listen for on’ will turn green.

### *Qlab Example (OS X Only)*

A sample Qlab cue list can be found in the ‘Support’ folder, located in the TriggerPoint folder on your Applications menu.

Note that the cue list contains seven cues, cue one opens the telnet sessions, and should be run at the top of a show.

Cues two through five are examples of the basic Next, Last, Previous and First triggers.

Cue six is an example that triggers slide five of the PowerPoint presentation

Cue seven closes the telnet session, and should be run either after the final TriggerPoint cue, or at the end of the show.

Please note that you may have to change the IP address in the example Qlab file, to that of the computer running TriggerPoint.

Also note that to re-load script cues in QLab, one of the QLab licences is required.

## Notes about Cue Stacks

It is worthwhile noting that the best trigger to use, if you are controlling TriggerPoint from a lighting or sound cue stack is PPGoXX, in order to jump to a particular slide. Imagine the following:

Lighting cue 10 plays, which triggers a specific slide. You are coming up to lighting cue 12 which will trigger the next slide when a page of dialogue is missed out due to an unforeseen problem. Instead you have to jump to lighting cue 15, which will trigger slide number three, which is specific to the scene you are going into.

In this scenario, and any like it, using the PPNext trigger will simply trigger the slides in order, and you will end up in the slide that should have gone with lighting cue 12, whereas if you use PPGoXX, PowerPoint will jump to the correct slide.

It is also worth noting that if elements on a slide have entry/exit animations associated with them (for example, each line of text flies in from the right), running PPNext will run the next animation. In a similar way, PPPrev will go back one step.



## Triggering via TriggerNode

TriggerNode can be used as a standalone control surface to control TriggerPoint. To use TriggerNode, first start up TriggerPoint on the main presentation computer, select TCP/IP Input, then click the 'Use TriggerNode' button. You should now start TriggerNode on the remote computer. Note that TriggerNode does not need installing on the remote computer, simply pop it on CD or USB memory stick, and run it off that.

When TriggerNode has started up, you will be asked to select a network adapter, as with TriggerPoint, then you will be presented with a button that will enable you to connect to TriggerPoint.

Once connected, you can use the First, Previous, Next and Last buttons as you would expect. You can also configure TriggerNode to display up to 50 Goto slide buttons.

TriggerNode can be downloaded from the IRWSoftware section of [IRWDesign.com](http://IRWDesign.com)

# Uninstalling TriggerPoint

## *Uninstalling from OS X*

If TriggerPoint is your only IRWDesign application, simply drag the IRWDesign folder from your Applications folder to the Trash. If you have other IRWDesign applications on your system, you should go into the IRWDesign folder, and just drag the TriggerPoint folder to the Trash.

## *Uninstalling from Windows*

Click:

'Start', 'Programs', 'IRWDesign.com', 'TriggerPoint', 'Uninstall TriggerPoint'

# Troubleshooting

## *Serial commands are not coming through*

- Check that your port, baud rate and parity settings are correct on the controlling software/console.

## *TCP/IP commands are not coming through*

- Check your Windows/OS X firewall settings. TriggerPoint uses port 9200.
- Check your IP address/port settings on both controlling and receiving computers/consoles.

If you have any problems that you cannot resolve, or wish to report a bug in the software, please contact us at [triggerpointsupport@irwdesign.com](mailto:triggerpointsupport@irwdesign.com)