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RGBlink Mini-Edge 5 Channel All In One Switcher

RGBlink Mini-Edge 5 Channel All In One Switcher User Guide

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RGBlink Mini-Edge 5 Channel All In One Switcher

mini-edge 5 Channel All-in-One Switcher

Quick Start Guide

Product Overview

Key Features

- Built-in 5.5 inch LCD screen
- 4-CH HDMI 2.0 inputs (HDCP compliance), resolution up to 4K@60
- 1-CH USB (UVC) input supports camera source from RGBlink vue PTZ and webCAM
- 8-CH audio inputs, including 4-CH HDMI 2.0 embedded audio inputs and 4-CH external audio inputs (one MIC, one LINE, one Bluetooth, and one Type-C digital audio)
- 8-CH audio inputs allow for output of mixed audio across one or all available channels
- 2-CH HDMI 1.3 outputs for monitoring of multi-window PVW, PGM, or AUX
- 2-CH audio out jacks for listening
- One-key recording. Recording capacity of hard drive is up to 2T
- Support simultaneous streaming to 4 live streaming platforms via RTMP(S)
- 17 switching effect modes & multi-layer overlay, layer scaling, and cropping
- 5-direction joystick for controlling up to 4 PTZ cameras
- Support saving up to 10 scene presets and thumbnails for real-time full preview
- Web control and monitoring, compatible with mobile devices and computers, compatible with multiple operating systems
- Support Chroma Key
- 5G/4G Smartphone Tethering for iOS and Android system
- Air cooling design to ensure 24/7 stable operation

Interface Panel

No.	Interface	Description
1	UVC	UVC audio and video output port. Recognized as a webcam to provide audio and video source in streaming or video meeting software by connecting to a computer (via USB-C cable) or Android device (via OTG cable).
2	USB-C	Connected to a USB camera as the fifth input signal (default function). Insert SSD or U disk for recording. Insert a U disk to import audio, video, and graphic files. Use with USB-C cable provided to share network from mobile phone. Achieve network connection and camera connection for streaming, remote control.
3	Ethernet Port	Default to output real-time scene, can set as Multi-view Preview or Test Pattern.
4	PROGRAM Output	Default as multi-view preview output, can set as Program or HDMI 1~4.
5	MULTI-VIEW Output	Four HDMI input channels for connecting HDMI sources. 4K resolution and downward compatible with all resolution.
6	HDMI 1~4 IN	Use with T-lock to fix the device.
7	Locking Hole	PD protocol, 12V 3A.
8	USB-C Power Socket	Rocker switch to power on or off the device.
9	Power Switch	3.5mm mini-jack for listening.
10	Headphone Output	Balanced XLR audio output.
11	6.35mm TRS Jack	Balanced 6.35mm XLR jack to connect to mobile phone, computer, or audio console.
12	Line-in	XLR/TRS Neutrik MIC in port with 48V Phantom Power available.
13	MIC in	48V Phantom Power supported. Defaults to OFF.

1 4	+48V DIP Switc h	Except condenser microphones that require phantom power, please turn OFF phantom power switc h when connecting other devices.

Front Panel

- 5.5 HD Screen
- SHORTCUTS/Number Button
- MENU/EXIT/LOCK Button
- Menu Browsing/Confirm Button (ENTER)
- RECORD Button
- ON AIR Button

Camera Control

- FOCUS Button with Indicator
- Toggle
- 5-Direction Joystick

Volume Control

- Volume Control Knob
- AFV Button
- Mute Button

Transition

- Transition Effect Selection Button (EFFECTS)
- Transition Duration Selection Button (DURATION)
- T-Bar
- CUT Button
- AUTO Button

Layer Settings

- Layout Selection Button (PICTURE-IN-PICTURE)
- Chroma Key
- Layer A/B Button
- Preset Loading Button (VIEWS)
- PROGRAM Source Row
- PROGRAM Layer Button
- PROGRAM FTB Button
- PREVIEW Source Row
- PREVIEW Layer Button

- PREVIEW Clear Button

Using mini-edge

Adding Background
Insert a U disk into the USB port labeled number 1 to import background sources.

How to Enter Background Interface
The user can gain access to Background Interface through the following methods:

1. Long press BKG button along the PREVIEW Outputs Row.
2. Use ENTER knob to move the cursor to BKG icon in Source Selection Area, press ENTER knob again to enter.

Adding Background Source
Please follow the steps outlined as follows to add background Source:

1. Rotate ENTER knob to select background source saved in U disk.
2. Use ENTER knob to move the cursor to +, press ENTER knob again to choose whether to add the source to Source Selection Area.
3. The operations above also indicate preview process. The BKG button will be illuminated blue.

Warning: Sources should meet the following requirements:

- No space and symbols in picture name.
- jpg, png (32-bit depth) or bmp (24-bit depth); resolution within 1920×1080, subject to the actual output resolution. Picture size should be consistent with the resolution.
- Cropping and scaling not supported.

Enabling Background Layer
If the BKG button along the Program Source Row illuminates white, press the button to place a background layer on Program screen and the button will be illuminated red. Press button illuminated red to remove, and the button indicator changes to white.

Adding Layer A

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

Selecting Input Signal
Preview Source row is for selecting the signal source for preview. Program Source row is for selecting the signal source for program. Press 1~5 number buttons along the Preview Source row to select an input source for previewing and the selected PVW button will be illuminated Green. Press 1~5 number buttons along the Program Source row to add it to the PGM view and the selected PGM button will be illuminated Red.

Adjusting Size and Position
Use the toggle on the control panel for layer zoom-in and zoom-out and the joystick to set the position for more detailed adjustment.

Selecting Layout

The user can gain access to Layout Interface through the following methods:

1. Long press Layer A or Layer B button.
2. Push MENU button to enter menu interface. Use ENTER knob to move the cursor to LAYOUT icon, press ENTER knob again to enter.

Select required layout for Layer A and place it on the background.

Layer Scaling and Cropping
mini-edge supports layer scaling and cropping. Rotate ENTER knob to move the cursor to SCALE or CROP icon, press ENTER knob again to enter the interface for more specific parameters. Use ENTER knob to browse through items and then do settings by using toggle on the control panel.

Adding Layer B

Enabling Layer B

Push Layer B button on the control panel to edit the layer. This operation also simultaneously enables layer B.

Selecting Input Signal

Press 1~5 number buttons along the Preview Source row to select an input source for previewing and the selected PVW button will be illuminated Green. Press 1~5 number buttons along the Program Source row to add it to the PGM view and the selected PGM button will be illuminated Red.

Selecting Layout & Setting Parameter
Operations such as layout selection, size and position adjustment, layer scaling and cropping, please refer to Adding Layer A.

Using Chroma Key
Chroma Key defaults to OFF. Pushing Chroma Key button on the control panel defaults to perform matting on Layer B. Long press the button to set parameters for the actual use.

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
The user can gain access to Logo Interface through the following methods:

1. Long press Logo button along the PREVIEW Outputs Row.
2. Use ENTER knob to move the cursor to LOGO in Source Selection Area, press knob again to enter.

Adding Logo Sources
Please follow the steps outlined as follows to add logo Source:

1. Rotate ENTER knob to select logo source saved in U disk.
2. Use ENTER knob to move the cursor to +, press ENTER knob again to choose whether to add the source to

Source Selection Area.

3. The operations above also indicate preview process. The Logo button will be illuminated blue.

Warning: Sources should meet the following requirements:

- No space and symbols in picture name.
- png (32-bit depth), resolution within 1920×1080, subject to the actual output resolution.

Enabling Logo
Push Logo button on the front panel to enable it. If the Logo button along the Program Source Row illuminates White, press the button to place a logo on Program screen and the button will be illuminated Red. Press button illuminated red to remove, and the button indicator changes to white.

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-edge supports simultaneous control of up to four cameras.

Warning: Check if port number of camera is set to 1259. If not, enter correct port number of the controlled camera.

Setting IP Address Manually
The IP address of mini-edge and camera controlled should be in the same LAN. Please follow the steps outlined as follows to set IP address:

1. Rotate ENTER knob to move the cursor to IP;
2. Press ENTER knob and use number buttons along the Shortcut Row to enter IP address.
3. Rotate ENTER knob to move the cursor to Enter, then press the knob again to save.

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

Saving Scenes

How to Enter Scene Interface
Push MENU button to enter menu interface. Use ENTER knob to move the cursor to SCENE icon, press ENTER knob again to enter.

Saving Scenes
mini-edge allows user to save 10 presets in total. Rotate ENTER knob to View 1~10:

1. If the selected window does not contain a preset, press ENTER knob to choose whether to form a static picture of the current scene and save it.

2. If the window has stored a preset, press ENTER knob to choose whether to delete or overwrite.

Loading and Switching Scenes

Loading Scenes
The user can load preset through the following methods:

1. Rotate ENTER knob to move the cursor to certain View with saved preset in Scene Interface, then use ENTER knob to select Load icon for direct loading.
2. Use 0~9 number buttons along the Views Row on the control panel. Press button illuminated Green can add the preset to Preview screen and then the selected button will be illuminated Red. Press other view buttons for signal switch.

Selecting Transition Effect
17 transition effects available. Users can select the transition effect from the EFFECTS menu as shown in the left or from the control panel buttons.

Selecting Transition Mode
mini-edge provides 2 transition modes, including T-Bar PVW Mode and CUT Mode. Tap the Setting icon on Menu or Button 8, then 'System' > 'Mode'. Rotate ENTER knob to move the cursor to SETTINGS in Menu, choose Mode and then press ENTER knob for selection.

Warning: Only CUT mode supports time setting.

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

CUT Mode
Press 1~5 number button along the Preview Source Row or Program Source Row for signal switch.

Audio Mixer

Understanding the Mixer

Default Configuration
Push MENU Button to enter Menu. Rotate ENTER knob to move the cursor to AUDIO and then press the knob to gain access to audio setting interface.

mini-edge has eight separate inputs for connecting various devices and audio sources: two XLR/TRS jacks for connecting microphones, computers, and audio consoles; one USB (UVC) input supports camera source from RGBlink vue PTZ and webCAM; one Bluetooth channel for connecting computers and mobile devices wirelessly; four HDMI inputs support embedded audio volume adjustment.

Using the Volume Control Knob
mini-edge features eight control knobs for volume adjustment. The control knobs function like any other mixer: use the knobs to adjust the level for that channel. The volume of that channel will be mirrored in virtual fader position on AUDIO.

Using the AFV Buttons
The knobs labeled number 1~4 are used for volume level adjustment of HDMI embedded audio. Press AFV buttons in the top right to enable audio-follow-video function, that is, the audio follows the video switch to perform a

soft gradual transition when video is

mini-edge
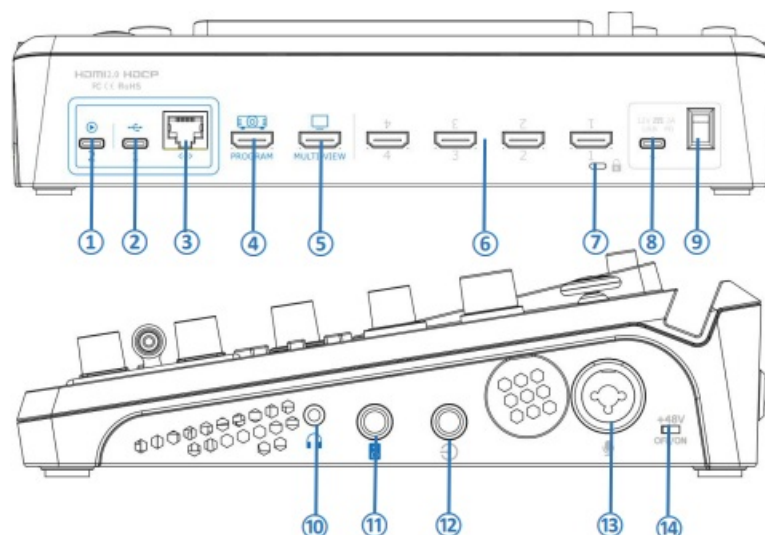**Channel All-in-One Switcher**

Product Overview

Key Features

- Built-in 5.5 inch LCD screen
- 4-CH HDMI 2.0 inputs (HDCP compliance), resolution up to 4K@60
- 1-CH USB (UVC) input supports camera source from RGBlink vue PTZ and webCAM
- 8-CH audio inputs, including with 4-CH HDMI 2.0 embedded audio inputs and 4-CH external audio inputs (one MIC, one LINE, one Bluetooth and one Type-C digital audio)
- 8-CH audio inputs allow for output of mixed audio across one or all available channels
- 2-CH HDMI 1.3 outputs for monitoring of multi-window PVW, PGM or AUX
- 2-CH audio out jacks for listening
- One-key recording. Recording capacity of hard drive is up to 2T
- Support simultaneous streaming to 4 live streaming platforms via RTMP(S)
- 17 switching effect modes & multi-layer overlay, layer scaling and cropping
- 5-direction joystick for controlling up to 4 PTZ cameras
- Support saving up to 10 scene presets and thumbnails for real-time full preview
- Web control and monitoring, compatible with mobile devices and computers, compatible with multiple operating systems
- Support Chroma Key
- 5G/4G Smartphone Tethering for iOS and Android system
- Air cooling design to ensure 24/7 stable operation

www.rgblink.com

Interface Panel

No.	Interface	Description
①	**UVC**	- UVC audio and video output port. - Recognized as a webcam to provide audio and video source in streaming or video meeting software by connected to computer (via USB-C cable) or Android device (via OTG cable).
②	**USB-C [1]**	- Connected to a USB camera as the fifth input signal (default function). - Insert SSD or U disk for recording. - Insert a U disk to import audio, video and graphic files. - Use with USB-C cable provided to share network from mobile phone.
③	**Ethernet Port**	Achieve network connection and camera connection for streaming, remote control.
④	**PROGRAM Output**	Default to output real-time scene, can set as Multi-view Preview or Test Pattern.
⑤	**MULTI-VIEW Output**	Default as multi-view preview output, can set as Program or HDMI 1~4.
⑥	**HDMI 1~4 IN**	- Four HDMI input channels for connecting HDMI sources. 4K resolution and downward compatible with all resolution.
⑦	**Locking Hole**	Use with T-lock to fix the device.
⑧	**USB-C Power Socket**	PD protocol, 12V 3A.
⑨	**Power Switch**	Rocker switch to power on or off the device.
⑩	**Headphone Output**	3.5mm mini-jack for listening.
	6.35mm TRS Jack	Balanced XLR audio output.
	Line-in	Balanced 6.35mm XLR jack to connect to mobile phone, computer or audio console.
	MIC in	XLR/TRS Neutrik MIC in port with 48V Phantom Power available.
	+48V DIP Switch [2]	48V Phantom Power supported. Defaults to OFF.

1. **Tips** ONLY choose one of functions to use; does not support USB HUB.
2. Except condenser microphones that require phantom power, please Turn OFF phantom power switch when connecting other devices.

Front Panel

Camera Control Function Settings
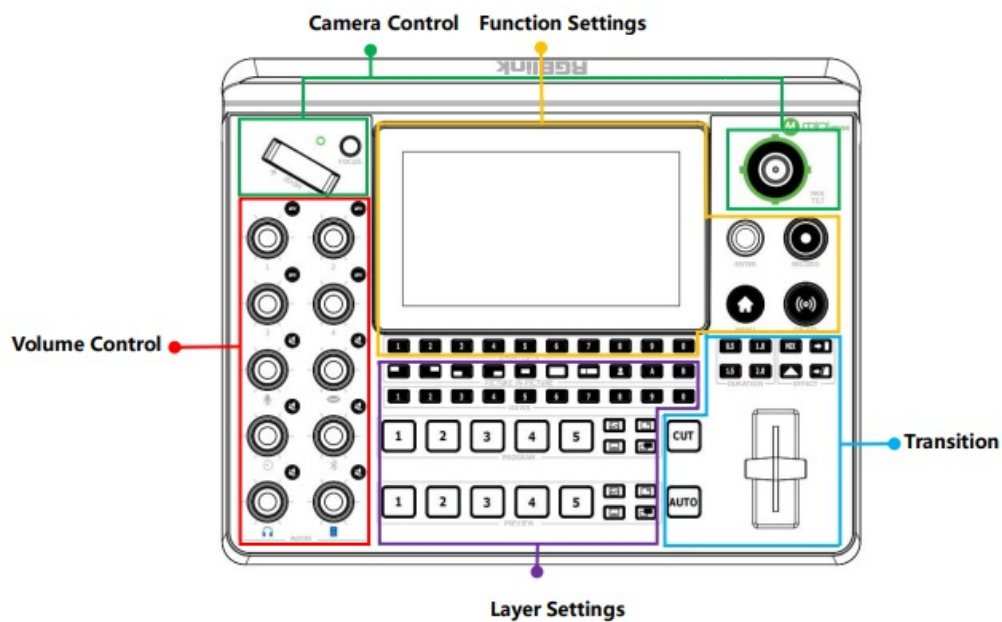
Function Settings	Transition
• 5.5″ HD Screen • SHORTCUTS/Number Button • MENU/EXIT/LOCK Button • Menu Browsing/Confirm Button (ENTER) • RECORD Button • ON AIR Button	• Transition Effect Selection Button (EFFECTS) • Transition Duration Selection Button (DURATION) • T-Bar • CUT Button • AUTO Button
Camera Control	**Layer Settings**
• FUCUS Button with Indicator • Toggle • 5-Direction Joystick	• Layout Selection Button (PICTURE-IN-PICTURE) • Chroma Key • Layer A/B Button • Preset Loading Button (VIEWS) • PROGRAM Source Row • PROGRAM Layer Button • PROGRAM FTB Button • PREVIEW Source Row • PREVIEW Layer Button • PREVIEW Clear Button
Volume Control	
• Volume Control Knob • AFV Button • Mute Button	

Function Settings
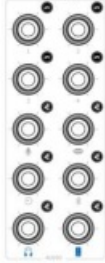
Function Settings

Area	Description
	■ 5.5" HD Screen For showing input& output status and menu content.
[1] [2] [3] [4] [5] [6] [7] [8] [9] [0] SHORTCUTS	**■ SHORTCUTS/Number Button** ● Button Definition ○ Shortcuts Button ○ Number Button ● Button Color Description ○ Button Unlit: no shortcuts saved. ○ Button Lit White: shortcuts saved. ○ Button Lit Blue: act as number button. ● Button Operation ○ Short Press: to assign shortcuts. ○ Interface with Input Box: to input numerical values.
MENU	**■ MENU/EXIT/LOCK Button** ● Button Definition ○ MENU Button ○ EXIT Button ○ LOCK Button ● Short Press ○ In Main Interface, press to enter Menu. ○ In Menu, press to enter Main Interface. ○ In other interfaces, press to exit. ● Long Press ○ In Main Interface, press to lock control panel. ○ In other interface, press to enter Main Interface.
ENTER	**■ MENU Browsing/Confirm Button** ● Button Definition ○ MENU Browing Button ○ Confirm Button ● Rotate ○ to select a menu item. ○ to change a setting value. ● Short Press ○ to accept the selected item or apply changes to a setting. ○ to edit. ○ to enter the next higher level of menu. ○ to enable or disable a function.

	■ RECORD Button
	
	- External Hard Disc Status Display
	  - When Recording OFF: 1) unlit if no hard disc connected; 2) lit white with disc space more than 300M.
	  - When Recording ON button blinks red if space less than 300M.
	- Press to Enable/Disable Recording
	  - Press to start recording. Button lit red indicates normal recording process.
	  - Press button again to stop recording. Button blinks
	- red indicates video-saving process.

	■ ON AIR Button
	
	- Network Status Display
	  - When Streaming OFF: normal communication
	  - When Streaming ON 1) button blinks red shows failed streaming but normal communication; 2) button blinks white shows failed streaming and communication; 3) button blinks yellow shows successful streaming with unmatched upstream bitrate; 4) button lit green shows successful streaming with matched upstream bitrate.
	- Press to Enable/Disable Streaming
	  - Press to start streaming: 1) button lit green indicates successful streaming; 2) button blinks red to remind user to configure streaming address.
	  - Press once again to stop streaming: 1) button with red LED indicates video-saving process; 2) button goes dark if streaming completed.

Camera Control

Area	Description

	■ FOCUS Button with Indicator
	
	- Focus Status Display
	  - Manual Focus: indicator unlit.
	  - Auto Focus: indicator lit blue.
	- FOCUS Button
	  - Rotate button for manual focus.
	  - Press button for auto focus.

	■ Toggle • Size adjustment for Layer A and Layer B. • Zoom in/out for PTZ control.

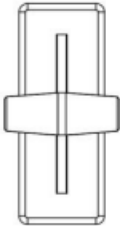|	

	■ 5-Direction Joystick
	
	• Move Up/Down/Left/Right
	    ◦ Position adjustment for layer.
	    ◦ Set pan, tilt and zoom for PTZ camera.
	• Short Press
	    ◦ to enter PTZ Control Interface.

Volume Control

Area	Description
	■ Volume Control Knob • Knob Labeled Number 1~4: volume control of HDMI embedded audio. • Other Six Knobs: volume control of Mic, USB Input, Line-in, Bluetooth, Headphone Out and Program Out.

	■ AFV Button
	
	• Button Color Description
	    ◦ Button Unlit: AFV OFF.
	    ◦ Button Lit White: AFV ON.
	• Button Operation
	    ◦ Short Press: enable/disable AFV.
	    ◦ Long Press: to enter AUDIO.

	■ Mute Button
	
	• Button Color Description
	    ◦ Button Unlit: MUTE OFF.
	    ◦ Button Lit Red: MUTE ON.
	• Button Operation
	    ◦ Short Press: enable/disable MUTE .
	    ◦ Long Press: to enter AUDIO.

Transition

Area	Description

	■ **Transition Effect Selection Button** • Default: MIX. • Button Lit White: selected transition effect.
	■ **Transition Duration Selection Button** • Default: 1.0 second. • Button Lit White: selected transition duration.

	■ **T-Bar** PVW and PGM views can be transitioned by pushing T-bar.
	■ **CUT Button** Press to perform immediate manual switch between PVW and PGM views with no transition effect.
	■ **AUTO Button** • Button Operation ○ Press to automatically transition PVW and PGM views according to the selected duration and transition effect. • Button Color Description ○ Button Blinks Red: transition is being applied. ○ Button Goes Dark: transition completed.

Layer Settings	
Area	**Description**
	■ **Layer A/B Button** • Button Unlit: layer OFF or not be placed on PVW. • Short Press ○ Press Button Unlit: button lit blue indicates enabled and selected state, which allows the user to use toggle and joystick for size and position adjustment. ○ Press Button Lit Blue: to disable selected layer and the button goes dark. ○ Press another layer button except Layer A/B button: if Layer A/B button lit blue, it turns green and the button pressed lit blue. • Long Press: to enter LAYOUT.

PICTURE IN PICTURE	▊ **Layout Selection Button** • Short Press: to set layout for selected layer, and the button turns green. • Long Press: to enter CROP/SCALE.
	▊ **Chroma Key** • Short Press: to enable or disable Chroma Key. • Long Press: to enter Chroma Key Interface.
VIEWS	▊ **Preset Loading Button** • Button Color Description ○ Button Unlit: no view contained. ○ Button Lit Green: view contained. ○ Button Lit Red: view being loaded.

	• Button Operation
	  ○ Long Press Button: to save current view or not.
	  ○ Short Press Button Lit Green: to place the view on Preview and this button turns red.
	  ○ If you switch to another view, the button of
	• loaded view changes from red to green.

PREVIEW	▊ **PROGRAM Source Row**
	
	• Button Definition
	  ○ Button 1~4: 1~4 HDMI inputs. If you use PTZ as input, TALLY light will be illuminated red.
	  ○ Button 5: Media Source.
	• Button Color Description
	  ○ Button Unlit: no signal.
	  ○ Button Lit White: unselected signal.
	  ○ Button Lit Red: 1) signal output as the Program;
	• Button 1 lit red after factory reset.
	• Button Operation
	  ○ For Layer A or Layer B on Program: press to switch signal on Layer A or Layer B.
	  ○ For Layer A and Layer B on Program: select Layer A or Layer B, then press Button 1~5 to switch signal on one
	• certain layer.

	■ **PROGRAM Layer Button**

	• Icon Description
	
	   ◦ indicates BACKGROUND.
	   ◦ indicates LOGO.
	   ◦ indicates OVERLAY.
	
	• Button Color Description
	   ◦ Button Unlit: no layer contained.
	   ◦ Button Lit White: layer contained.
	   ◦ Button Lit Red: Program out layer.
	
	• Button Operation
	   ◦ Press Button Lit White: to place layer on PGM out, and the button turns red.
	   ◦ Press Button Lit Red: to remove layer from PGM out, and the button turns white.

	■ **PROGRAM FTB Button**
	
	• Button Operation
	   ◦ Press Button Unlit: to fade the current source to black, and the button turns red.
	   ◦ Press Button Lit Red: to act in reverse from black to
	• the currently selected source, and button goes dark.

	■ **PREVIEW Source Row**

	• Button Definition
	   ◦ Button 1~4: 1~4 HDMI inputs. If you use PTZ as input, TALLY light will be illuminated green.
	   ◦ Button 5: Media Source. Long press to enter Media.
	
	• Button Color Description
	   ◦ Button Unlit: no signal
	   ◦ Button Lit Green: signal output as the Preview.
	   ◦ Button Lit White: unselected signal.
	
	• Button Operation
	   ◦ For Layer A or Layer B on Preview: press to perform signal switch on Layer A or Layer B.
	   ◦ For Layer A and Layer B on Preview: select Layer A or Layer B, then press Button 1~5 to perform signal switch
	• on one certain layer.

	■ **PREVIEW Layer Button** • Icon Definition ○ ○ indicates BACKGROUND. ○ indicates LOGO. ○ indicates OVERLAY. • Button Color Description ○ Button Unlit: no layer. ○ Button Lit White: layer contained. ○ Button Lit Blue: Layer enabled on PVW and selected. ○ Button Lit Green: Layer on PVW but not selected. • Button Operation ○ Long Press: to ener Media Interface. ○ Short Press: 1) to enter Media Interface or not if no layer contained; 2) to remove layer from PVW, the button turns white.
	■ **PREVIEW Clear Button** • Button Color Description ○ Button Lit Green: no layer on PVW. Button goes dark afer layer added. • Button Operation ○ Short Press Button Unlit: to clear layer on PVW and save it to view. Button turns green. ○ Short Press Button with View: to load view to PVW.

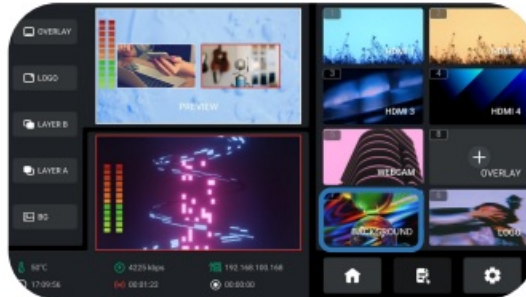## Using mini-edge

Adding Background

Inserting a U Disk
Insert a U disk into the USB port labeled number 1 to import background sources.
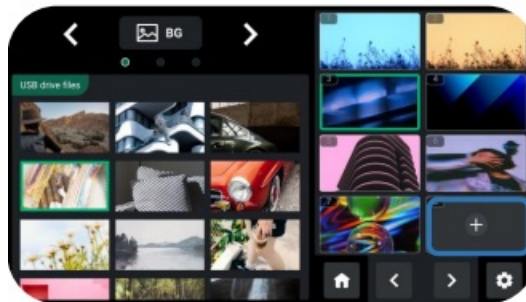
How to Enter Background Interface

The user can gain access to Background Interface through the following methods:

1. Long press BKG button along the PREVIEW Outputs Row.
2. Use ENTER knob to move the cursor to BKG icon in Sour Selection Area, press ENTER knob again to enter.

Adding Background Source

Please follow the steps outlined as follows to add background Source.

1. Rotate ENTER knob to select background source saved in U disk
2. Use ENTER knob to move the cursor to"+", press ENTER knob again to choose whether to add the source to Source Selection Area
3. The operations above also indicate preview process. The BKG button will be illuminated blue.

Warning: Sources should meet the following requirements:

1. No space and symbols in picture name.
2. jpg, png (32-bit depth) or bmp (24-bit depth); resolution within 1920×1080, subject to the actual output resolution. Picture size should be consistent with the resolution.
3. Cropping and scaling not supported.

Enabling Background Layer

If the BKG button along the Program Source Row illuminates white, press the button to place a background layer on Program screen and the button will be illuminated red.
Press button illuminated red to remove, and the button indicator changes to white.

Adding Layer A

Enabling Layer A

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

Selecting Input Signal

Preview Source row is for selecting the signal source for preview. Program Source row is for selecting the signal source for program.

Press 1~5 number buttons along the Preview Source row to select an input source for previewing and the selected PVW button will be illuminated Green. Press 1~5 number buttons along the Program Source row to add it to the PGM view and the selected PGM button will be illuminated Red.

Adjusting Size and Position

Use the toggle on the control panel for layer zoom-in and zoom-out and the joystick to set the position for more detailed adjustment.

Selecting Layout

The user can gain access to Layout Interface through the following methods:

1. Long press Layer A or Layer B button.

2. Push MENU button to enter menu interface. Use ENTER knob to move the cursor to LAYOUT icon, press

   ENTER knob again to enter.

Select required layout for Layer A and place it on the background.

Layer Scaling and Cropping

mini-edge supports layer scaling and cropping. Rotate ENTER knob to move the cursor to SCALE or CROP icon, press ENTER knob again to enter the interface for more specific parameters.

Use ENTER knob to browse through item and then do settings by using toggle on the control panel.

Adding Layer B

Enabling Layer B

- Push Layer B button on the control panel to edit the layer.
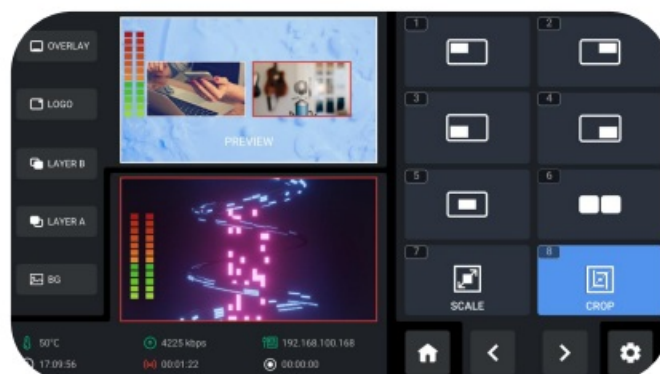- This operation also simultaneously enables layer B.

Selecting Input Signal

- Press 1~5 number buttons along the Preview Source row to select an input source for previewing and the selected PVW button will be illuminated Green.
- Press 1~5 number buttons along the Program Source row to add it to the PGM view and the selected PGM button will be illuminated Red.
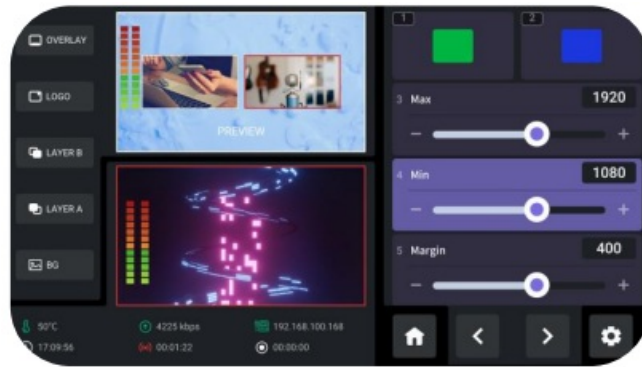

Selecting Layout & Setting Parameter
Operations such as layout selection, size and position adjustment, layer scaling and cropping, please refer to Adding Layer A.

Using Chroma Key

- Chroma Key defaults to OFF.
- Pushing Chroma Key button on the control panel defaults to perform matting on Layer B.
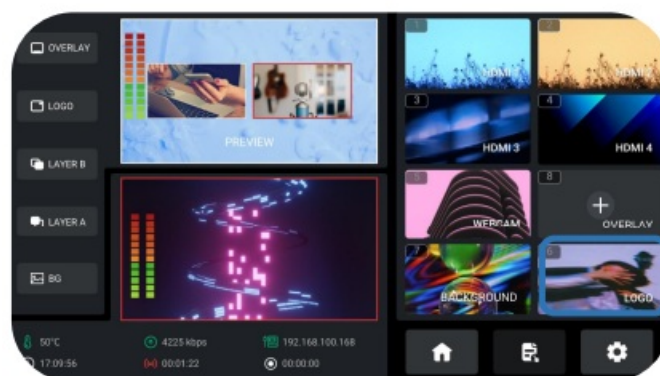- Long press the button to set parameters for the actual use.

Adding Logo

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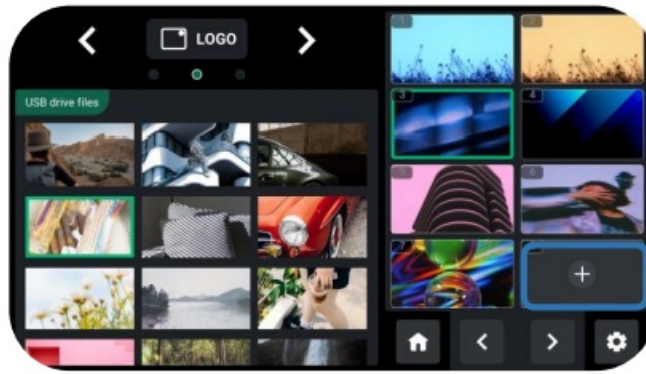Insert a U disk into the USB port labeled number 1 to import logo sources.

How to Enter Logo Interface
The user can gain access to Logo Interface through the following methods:

1. Long press Logo button along the PREVIEW Outputs Row.
2. Use ENTER knob to move the cursor to LOGO in Sour Selection Area, press knob again to enter.

Adding Logo Sources

Please follow the steps outlined as follows to add logo Source.

1. Rotate ENTER knob to select logo source saved in U disk
2. Use ENTER knob to move the cursor to"+", press ENTER knob again to choose whether to add the source to Source Selection Area
3. The operations above also indicate preview process. The Logo button will be illuminated blue.

Warning: Sources should meet the following requirements:

1. No space and symbols in picture name.
2. png (32-bit depth) , resolution within 1920×1080, subject to the actual output resolution.

Enabling Logo

Push Logo button on the front panel to enable it. If the Logo button along the Program Source Row illuminates White, press the button to place a logo on Program screen and the button will be illuminated Red.
Press button illuminated red to remove, and the button indicator changes to white.

Selecting Layout

Same as operations in Adding Layer A, choose layout required in LAYOUT interface.
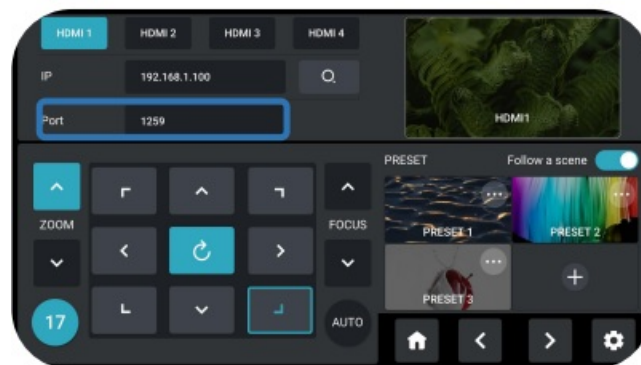
Adjusting Position
Use the joystick to quickly adjust the horizontal position and vertical position.

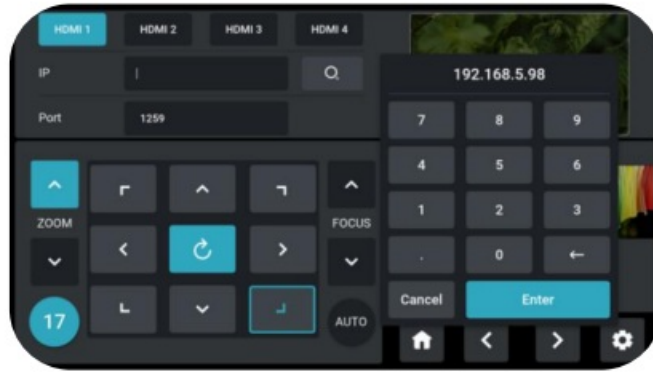**Controlling PTZ Cameras**

Controlling PTZ
mini-edge supports simultaneous control of up to four cameras.

Warning:
Check if port number of camera is set to 1259. If not, enter correct port number of the controlled camera.

Setting IP Address Manually

- The IP address of mini-edge and camera controlled should be in the same LAN.
- Please follow the steps outlined as follows to set IP address.

1. Rotate ENTER knob to move the cursor to"IP";
2. Press ENTER knob and use number buttons along the Shortcut Row to enter IP address
3. Rotate ENTER knob to move the cursor to "Enter", then press the knob again to save.
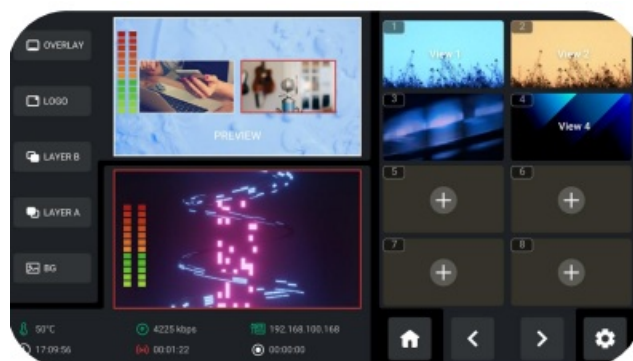
Adjusting Parameters
Adjust focus, position and speed to meet needs.

Saving Scenes

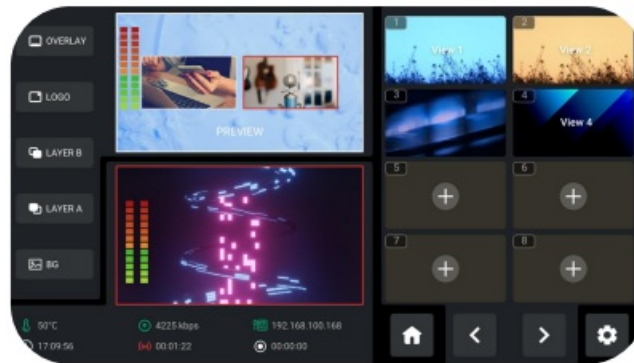**How to Enter Scene Interface**
Push MENU button to enter menu interface. Use ENTER knob to move the cursor to SCENE icon, press ENTER knob again to enter.

Saving Scenes

mini-edge allows user to save 10 presets in total. Rotate ENTER knob to View 1~10:

1. If the selected window does not contain a preset, press ENTER knob to choose whether to form a static picture of the current scene and save it.
2. If the window has stored a preset, press ENTER knob to choose whether to delete or overwrite.

Loading and Switching Scenes

Loading Scenes
The user can load preset through the following methods:

1. Rotate ENTER knob to move the cursor to certain View with saved preset in Scene Interface, then use ENTER knob to select"Load" icon for direct loading.
2. Use 0~9 number buttons along the Views Row on the control panel. Press button illuminated Green can add the preset to Preview screen and then the selected button will be illuminated Red. Press other view buttons for signal switch.

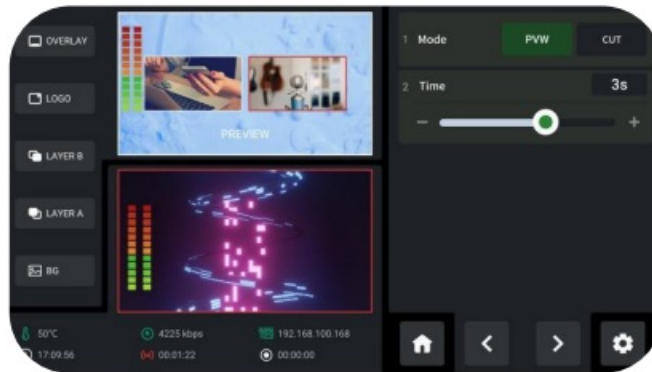

Selecting Transition Effect
17 transition effects available.
Users can select the transition effect from the EFFECTS menu as shown in the left or from the control panel buttons.

Selecting Transition Mode

- mini-edge provides 2 transition modes, including T-Bar PVW Mode and CUT Mode.
- Tap the Setting icon on Menu or Button 8, then ' System ' > ' Mode '.
- Rotate ENTER knob to move the cursor to SETTINGS in Menu, choose Mode and then press ENTER knob for selection.

Warning:
Only CUT mode supports time setting.

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

CUT Mode
Press 1~5 number button along the Preview Source Row or Program Source Row for signal switch.

Audio Mixer

Understanding the Mixer

Default Configuration

Push MENU Button to enter Menu. Rotate ENTER knob to move the cursor to AUDIO and then press the knob to gain access to audio setting interface. mini-edge has eight separate inputs for connecting various devices and audio sources: two XLR/TRS jacks for connecting microphones, computers and audio consoles; one USB (UVC) input supports camera source from RGBlink vue PTZ and webCAM; one Bluetooth channel for connecting computers and mobile devices wirelessly; four HDMI inputs support embedded audio volume adjustment.

Using the Volume Control Knob

mini-edge features eight control knobs for volume adjustment.
The control knobs function like any other mixer: use the knobs to adjust the level for that channel.
The volume of that channel will be mirrored in virtual fader position on AUDIO.

Using the AFV Buttons

The knobs labeled number 1~4 are used for volume level adjustment of HDMI embedded audio. Press AFV buttons in the top right to enable audio-follow-video function, that is, the audio follows the video switch to perform a soft gradual transition when video is switched.

Activate AFV function the button will be illuminated White, and AFV icon in AUDIO will be illuminated Green.

Using the Mute Buttons

- Other six knobs below are used for adjusting volume of Mic, USB Input, Line-in, Bluetooth, Headphone Out and Program Out.
- Press mute buttons in the top right to mute that channel.
- When a channel is muted, the mute button will turn to Red LED and the icon on AUDIO will be illuminated Red.

Understanding the Audio Outputs

Default Configuration

mini-edge comes with two separate outputs, including one Headphone Output and one Program Output.

Using Control Knob and Mute Button

mini-edge features two volume control knobs to adjust audio outputs.

Same operations as described before: use the knobs to adjust the level for the output channel and the volume of that channel will be mirrored in virtual fader position on AUDIO.

Press mute buttons to mute channel at Program out or Preview out. When a channel is muted, the mute button will turn to Red LED and the icon on AUDIO will be illuminated Red.

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.

Tips
Choose correct network mode when using local network for streaming. Push MENU button to enter Menu, then'SETTINGS' >'Network' >'Cable'

Recording

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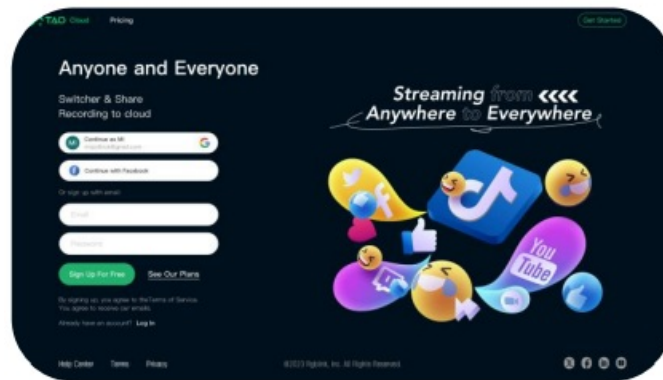mini-edge supports recording streaming media content to an external USB storage device, such as U disk or SSD through the USB port labeled number 1.

Tips:
Format SSD, U-disk before recording.

TAO Cloud Device Access

Login
Access the website below to enter TAO Cloud. Enter email and password, then click "Sign Up For Free"to enter the homepage.

Tips
TAO Cloud Website **https://www.tao1live.com**

Entering the Management Interface

- Click"All Appliances"to check devices already connected to the cloud.
- The user can also follows steps below to bind a new device to the TAO Cloud platform.
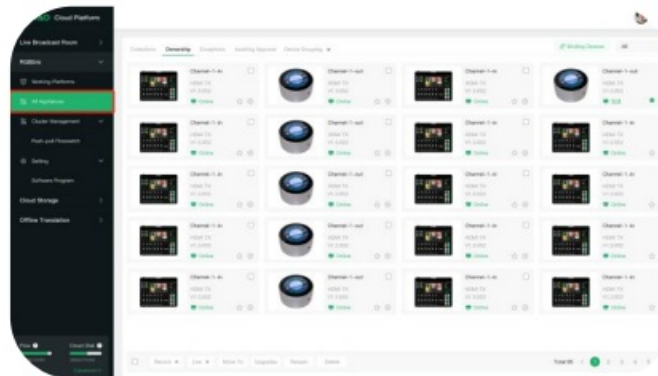
Capturing Verification Code

- Press MENU button to enter Menu. Use ENTER knob to choose"OUTPUT">"TAO Cloud".
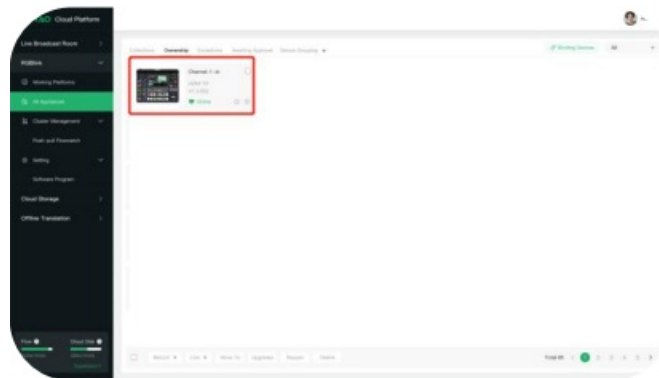- Follow the steps in the box to get verification code.
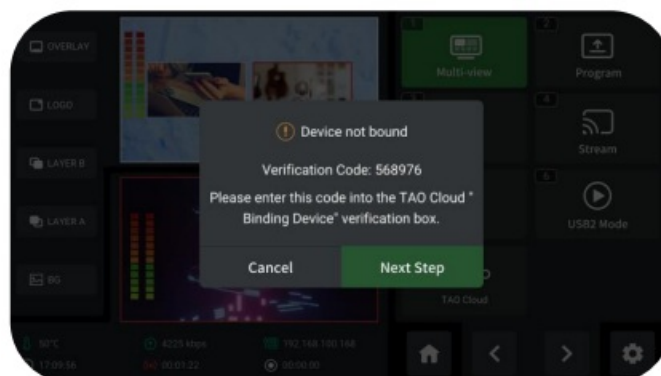
Binding a Device

- Enter TAO Cloud homepage.
- Click"All Appliances"> "Binding Devices"to enter interface shown in the left. Enter device name and verification code, then click "Bind"to confirm.
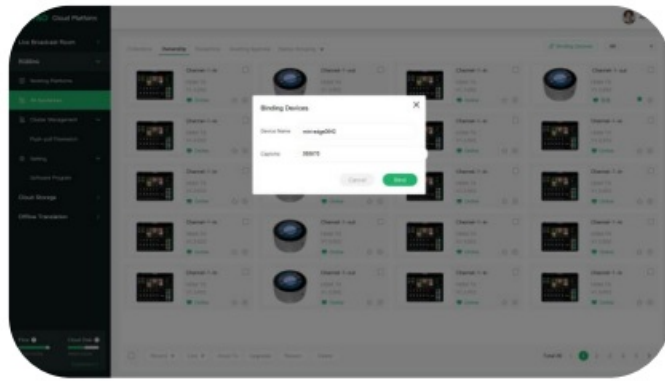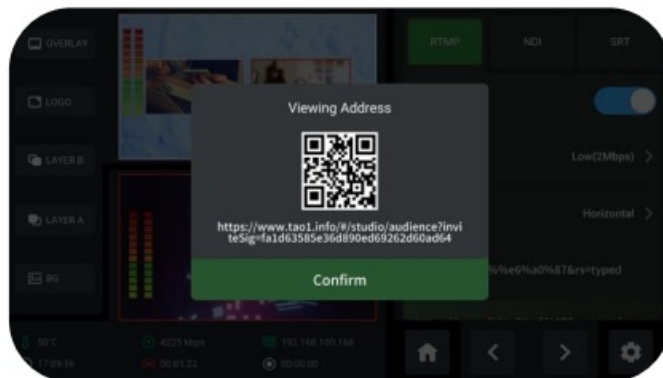
Checking Devices

Devices that have been bound will be displayed in this interface.

Capturing QR Code

- Press MENU button to enter Menu. Use ENTER knob to choose"OUTPUT">"Stream".
- Choose stream address to obtain the QR code.

Watching Streaming On TAO Cloud

- Enter TAO Cloud platform by scanning the QR code. TAO Cloud supports private cloud live streaming and multi-platform streaming.
- If you have any questions or need further assistance, go to **http://www.rgblink.com** and contact us.

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Documents / Resources

RGBlink Mini-Edge 5 Channel All In One Switcher [pdf] User Guide
Mini-Edge 5 Channel All In One Switcher, 5 Channel All In One Switcher, All In One Switcher, Switcher

References

- **User Manual**