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RGBlink Mini Mx 4K Multi Channel Streaming Video Mixer User Guide

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RGBlink Mini Mx 4K Multi Channel Streaming Video Mixer

Product Information

The Mini-MX Streaming Video Mixer is a versatile device designed for streaming and recording video content. It features an audio mixer, multiple inputs, and various control buttons for seamless operation.

Key Features:

- Audio Mixer with volume controls
- Layer selection buttons for easy control of different layers
- Channel fader for adjusting audio volume levels
- T-Bar for a smooth transition between preview and program views
- 5-Direction Joystick for menu operation and multi-view window monitoring
- Program Output Port for real-time scene output
- MULTI-VIEW Output Port for multi-view preview or test pattern output
- HDMI 1~4 Inputs for connecting external devices
- USB-C port for UVC recognition and USB webcam functionality
- Ethernet Port for network connection and camera control
- Headphone output and Line-in/MIC inputs for audio management

Front Panel:

- Audio Volume Controls: Adjust the volume of embedded audio for HDMI 1~4 inputs.
- Layer Selection Buttons: Control the size and zoom of different layers, such as BACKGROUND, LAYER A, LAYER B, LOGO, OVERLAY, and TEXT. Press to add a layer to the Preview window.
- Listen and Mute Buttons: Monitor audio from a channel or mute a channel at the PROGRAM port.
- T-Bar: Transition between Preview and Program views.
- Page Up/Down Buttons: Navigate through pages and menus.
- 5-Direction Joystick: Control menu operations and monitor multi-view windows.
- MENU Button: Enter the menu interface for settings and configurations.
- ON-AIR Button: Perform actions like streaming, remote control, upgrade, and camera signal transmission.
- 5.5 HD Touchscreen: Touchscreen display for easy navigation and control

Interface Panel:

- UVC USB-C: Recognized as a USB webcam for connecting to a computer or mobile phone for streaming or video conference purposes.
- Ethernet Port: Use the provided USB-C cable to share the network from a mobile phone and establish a network connection and camera control.
- PROGRAM Output Port: Default output for the real-time scene. Can be set as Program or HDMI 1~4.
- MULTI-VIEW Output Port: Default output for multi-view preview. Can be set as Program or HDMI 1~4.
- HDMI 1~4 Inputs: Connect external devices using HDMI cables.
- Locking Hole: Secure the device with a lock or security mechanism.
- USB-C Power Port: Power the device using the provided USB-C cable.
- Power Switch: Turn the device on or off.
- Headphone Output: Connect headphones for audio monitoring.
- 6.35mm TRS Jack: Line-in and MIC inputs for audio management.

Product Usage Instructions

To use the Mini-MX Streaming Video Mixer, follow these steps:

1. Connect your external devices to the HDMI 1~4 Inputs using HDMI cables.
2. Power on the device using the Power Switch.
3. Adjust the audio volume for each channel using the Audio Volume Controls.
4. Select the desired layer by pressing the corresponding Layer Selection Button.
5. To add a layer to the Preview window, press the Layer Selection Button illuminated blue.
6. Monitor audio from a channel by pressing the Listen Button illuminated green. No button light indicates the monitoring function is OFF.
7. Mute a channel at the PROGRAM port by pressing the Mute Button. The button will be illuminated red when muted.
8. The transition between Preview and Program views by pushing the T-Bar.
9. Navigate through pages and menus using the Page Up/Down Buttons.
10. Control menu operations and monitor multi-view windows using the 5-Direction Joystick.
11. Enter the menu interface by pressing the MENU Button to access settings and configurations.
12. Perform actions like streaming, remote control, upgrade, and camera signal transmission by pressing the ON-AIR Button.
13. Use the 5.5 HD Touchscreen for easy navigation and control. Press to return to the previous page or enter the next page.
14. Connect the device to a computer or mobile phone for streaming or video conference by using the UVC USB-C port, recognized as a USB webcam.
15. For recording, insert an SSD or U disk into the device's USB-C port.
16. To import audio, video, and graphic files, insert a U disk into the USB-C port.
17. Use the USB-C cable provided to share the network from a mobile phone and establish a network connection and camera control using the Ethernet Port.
18. Choose the desired output mode for the PROGRAM Output Port and MULTI-VIEW Output Port, such as real-time scene, multi-view preview, or HDMI 1~4.
19. Connect headphones to the Headphone Output for audio monitoring.

20. Use the Line-in and MIC inputs (MIC in 1 and MIC in 2) for audio management.

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. The recording capacity of the 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	l Size adjustment for layer. l Zoom in/out for PTZ control.
❸ Layer Selection Buttons	l Indicate BACKGROUND, LAYER A, LAYER B, LOGO, OVERLAY, and TEXT from left to right. l No button light for closed layer. l Press to add layer to Preview window. The button illuminated blue indicates enabled and selected state for editing. The button illuminated green indicates an enabled but un-selected state. l Press the button illuminated blue again to close the opened layer. l Press and hold for 2 seconds to enter the LAYOUT interface.
❹ Channel Fader	l Control the audio volume level for each channel. l Indicate MIC1 MIC2 Line-in Bluetooth PREVIEW PROGRAM from left to right.

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

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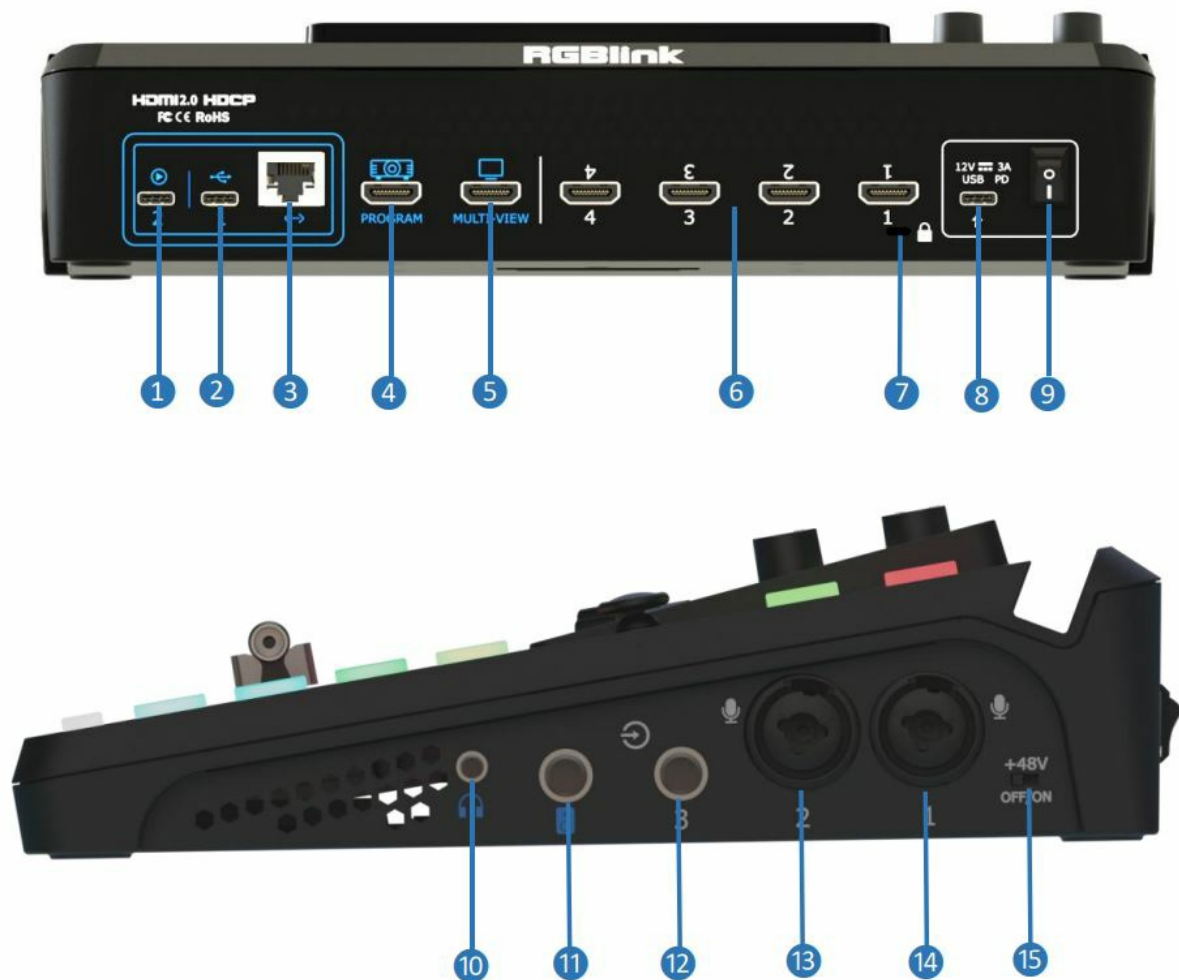
❶ UVC	Recognized as a USB webcam to connect computer or mobile phone for streaming or video conference.
❷ USB-C	l Insert SSD or U disk for recording. l Insert a U disk to import audio, video, and graphic files. l Use with USB-C cable provided to share the network from a mobile phone.
❸ Ethernet Port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

❻ HDMI 1~4 Inputs	4K resolution and downward compatible with all resolutions.
❼ Locking Hole	Use with T-lock to fix the device.
❽ USB-C Power Port	PD protocol, 12V 3A.
❾ Power Switch	Rocker switch to power on or off the device.
❿ Headphone Output	3.5mm mini-jack for listening to each analog input and HDMI input.
6.35mm TRS Jack	Balanced XLR audio output.
Line-in	Balanced 6.35mm XLR jack to connect to the mobile phone, computer, or audio console.
MIC in 2	XLR/TRS Neutrik MIC in port.
MIC in 1	XLR/TRS Neutrik MIC in port with 48V Phantom Power supported.
+48V DIP Switch	l 48V Phantom Power supported. l Defaults to OFF.

Warning: Except for condenser microphones that require phantom power, please Turn Off the phantom power switch when connecting other devices.

Using mini-mx

Adding Background
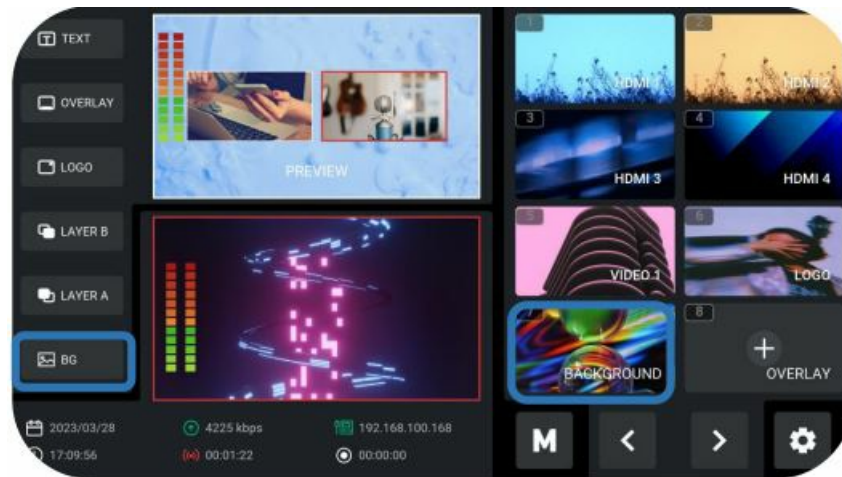
- **Inserting a U Disk**

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

- **How to enter Background Interface**

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

interface.

- **Importing and Adding Sources**

  Tap "+" to add sources to the Source Selection Area on the right side, and press and hold the added source for deletion.
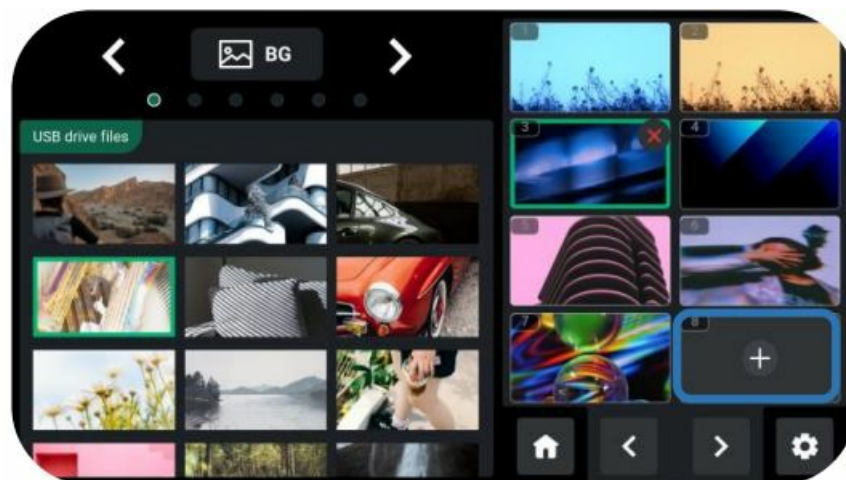
Warning: Sources should meet the following requirements:

1. No space or symbols in the picture name.
2. jpg, png, or bmp (24-bit depth); resolution within 1920×1080, subject to the actual output resolution.
3. Picture size should be consistent with the resolution.

Turning on Background

- Tap the Background button on the front panel to add Background to the PREVIEW window.
- Push the Background button on the front panel, and use Button 1~8 to select a picture for background picture replacement.

Adding Layer A

- **Turning on Layer A**

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

- **Selecting Layout**

  Push the MENU button to enter the menu. Push the Layer A button for 2S or tap LAYOUT to enter the layout selection interface. You can also enter the LAYOUT interface by pressing and holding any button on the Layer Selection Area. 7 layout options are available. Select the 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 the 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**

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

- **Using Chroma Key**

  Push the MENU Button to enter the Menu, and tap CHROMA KEY in the Menu to enter the Chroma Key interface. The Chroma Key switch defaults to OFF. Turn on the Chroma Key to perform matting on Layer B.
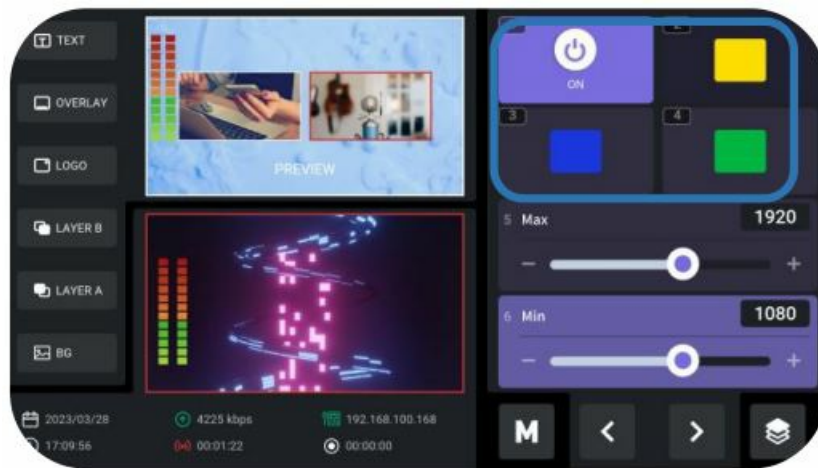
Warning: Enabling Chroma Key defaults to perform matting on Layer B.

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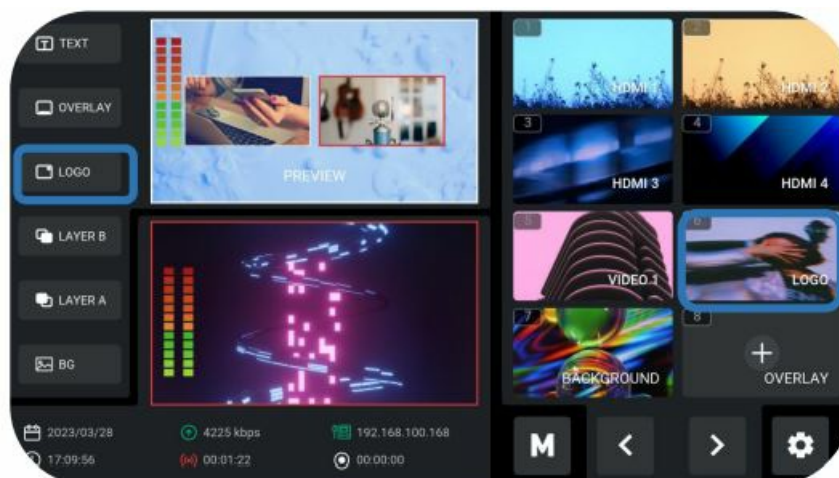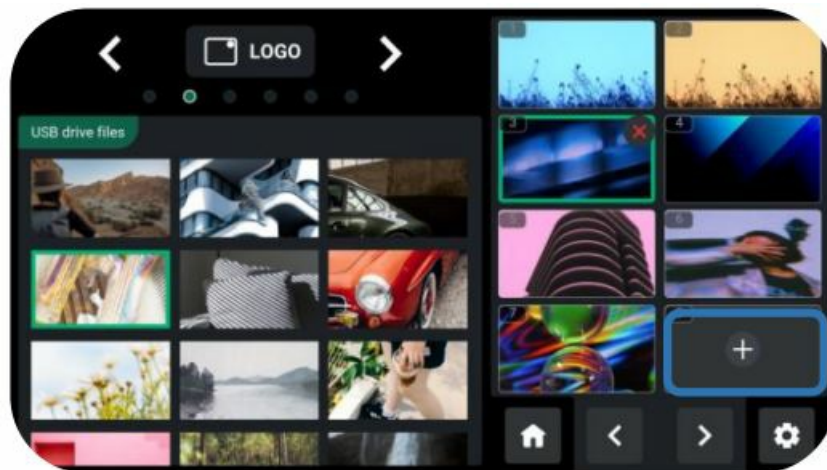

- **Importing and Adding Sources**

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

  Warning: Sources should meet the following requirements:

  1. No space or symbols in the picture name.

2. png, resolution within 1920×1080, subject to the actual output resolution.

- **Turning on Logo**

  Push the Logo button on the front panel to enable it.

- **Selecting Layout**

  Same as operations in Adding Layer A, choose the layout required in the 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 the correct port number of the controlled camera in the box.

- **Setting IP Address Manually**

  There are two ways to acquire the IP. The first one is to set the IP address manually. The IP address of the mini-mx and the camera control should be on the same LAN. Enter the IP address of the camera in the following interface and then click "Enter" to save.
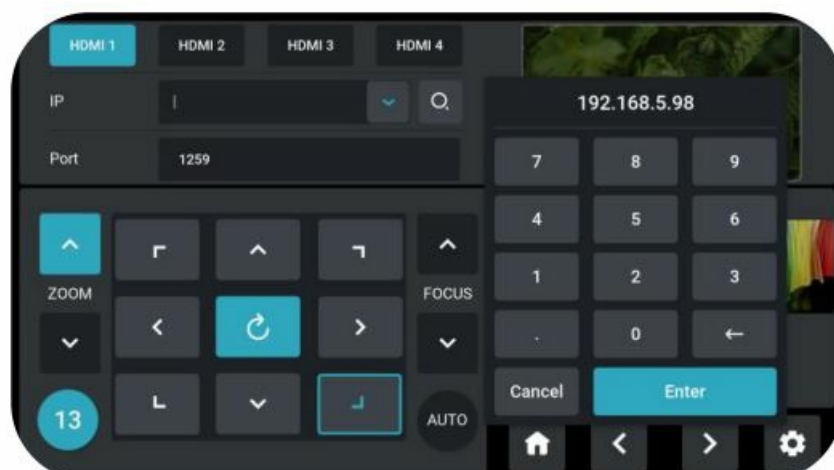
- **Capturing IP addresses automatically**

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

  - Click the icon to search and then select the IP address of the camera to be controlled.
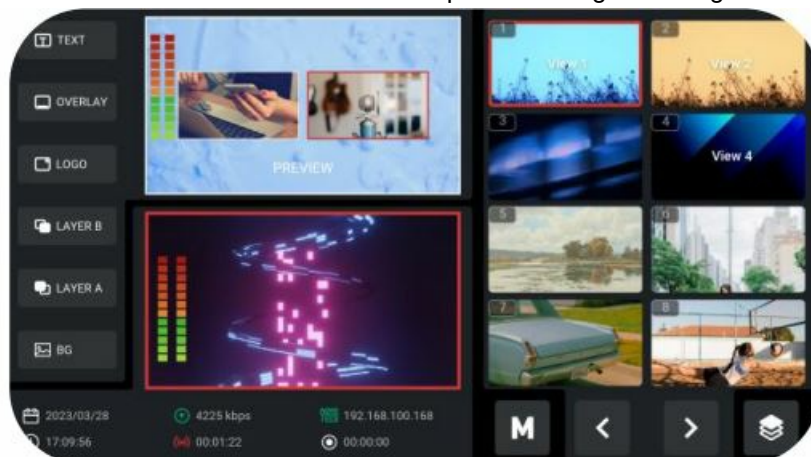- **Adjusting Parameters**

  Adjust focus, position,n, and speed to meet needs.

Saving Scenes

How to Enter Scene Interface
Push the MENU Button to enter the Menu, and tap SCENE in the Menu to enter the interface. You can also press and hold the Preview window in the PREVIEW interface for preset calling or saving.
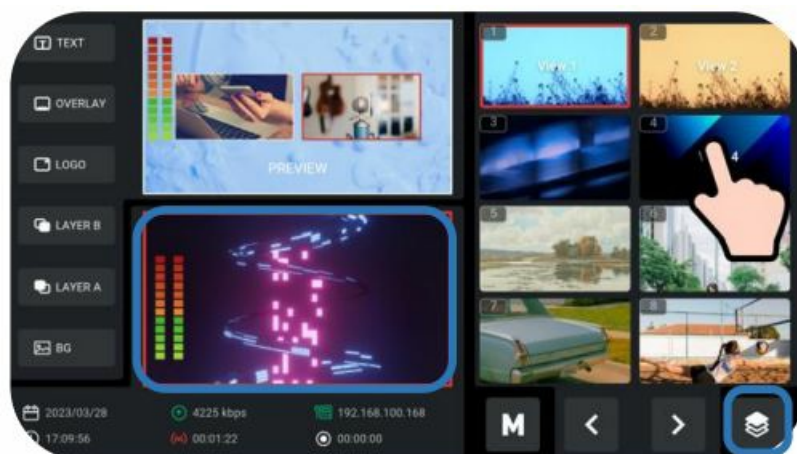

Saving Scenes

mini-mix allows the user to save 16 presets in total to the corresponding View 1~16. Click ![save icon] the icon to form a static picture of the current PREVIEW ![delete icon] scene and save it in the current scene. Click

Loading and Switching Scenes

- **Loading Scenes**

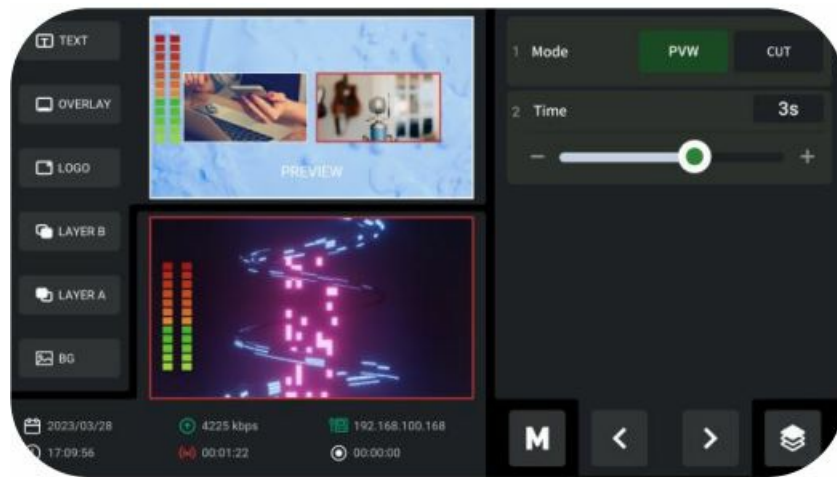 Choose the Scene needed, then tap the PROGRAM window ![icon] or icon for direct loading.

Selecting Switching Effect
15 transition effects are available.

Selecting Switching Mode

- mini-mx provides 2 switching modes, 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. The switch time of CUT mode defaults to 0.5s.

- **T-Bar Mode**

  Preview and Program views can be transitioned by pushing the 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 the MENU Button to enter Menu, tap AUDIO in Menu, or push Button 6 to enter the 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.
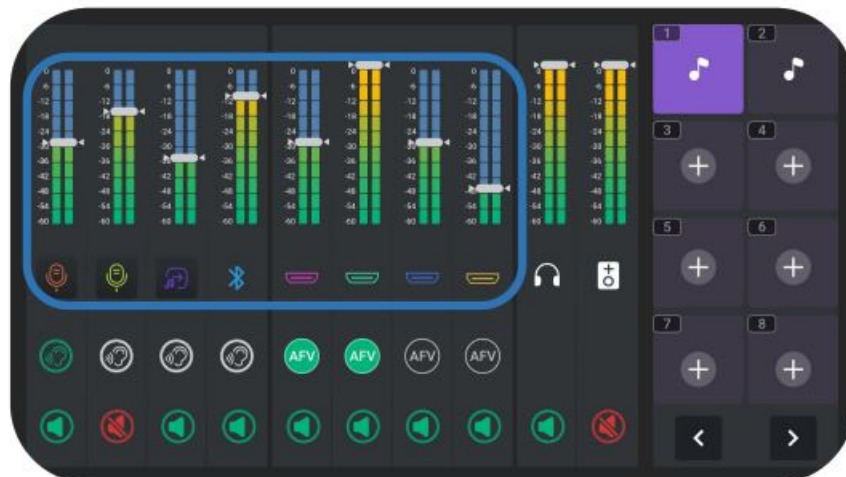
Using the Physical and Virtual Faders

- 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 the audio setting interface.

Using the Mute Buttons
The red button under each physical fader 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 the 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 allows users to monitor the audio from a channel. Users can also access this feature by tapping the level meter on the audio setting interface and then tapping the ear icon. When the "listen" function is triggered, the button on the front panel and the icon on the audio setting will be illuminated green.

Understanding the Audio Outputs

Default Configuration
mini-mix comes with two separate outputs, including one Headphone Output and one Program Output.

- **Using the Physical and Virtual Faders**

  mini-mix features two physical faders and two virtual faders. The 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 the audio setting interface.

- **Using the Mute Buttons**

  The mute buttons under each physical fader are represented in two types: tap the right one to mute all channels on the Program output port and the 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 the icon on the audio setting will be illuminated red.

- The left one is for simultaneous audio management of four HDMI signals on the 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 a 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
Using the LAN port, users can perform live streaming directly to the live platform via IP address.

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

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Documents / Resources

RGBlink Mini Mx 4K Multi Channel Streaming Video Mixer [pdf] User Guide
Mini Mx, Mini Mx 4K Multi Channel Streaming Video Mixer, 4K Multi Channel Streaming Video Mixer, Multi Channel Streaming Video Mixer, Channel Streaming Video Mixer, Streaming Video Mixer, Video Mixer, Mixer

References

- ![RGBlink logo] **RGBlink**
- **User Manual**