MARK ROBERTS MOTION CONTROL

BLOOP LIGHT

QUICK START GUIDE

QSG Product Code: MRMC-2174-00
Product Covered: MRMC-2132-00

Bloop Light Quick Start Guide

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Important safety instructions

To ensure the best from the product, please read this manual carefully. Keep it in the safe place for future reference.

To reduce the risk of electric shock, do not remove the cover from the unit. No user serviceable parts inside. Refer servicing to qualified personnel.

Power and connections

- Do not plug in or attempt to operate an obviously damaged unit.

General care

- Do not force switches or external connections.

- Do not attempt to clean the unit with chemical solvents or aerosol cleaners, as this may damage the unit. Use a clean dry cloth.

- Do not use around flammable gas. All electrical equipment can generate sparks that can ignite flammable gas.

- Keep the equipment dry. The system has **not** been made weatherproof. Do not use with wet hands.

- Keep away from pets and children. The head has powerful motors that can pinch, so take care not to get your hands trapped in the head or cabling.

- Keep cables tidy. Use cable ties to keep them out of harm's way. If you have a head with slip rings then make use of them; avoid running any cables between the base and the rotating head or camera.
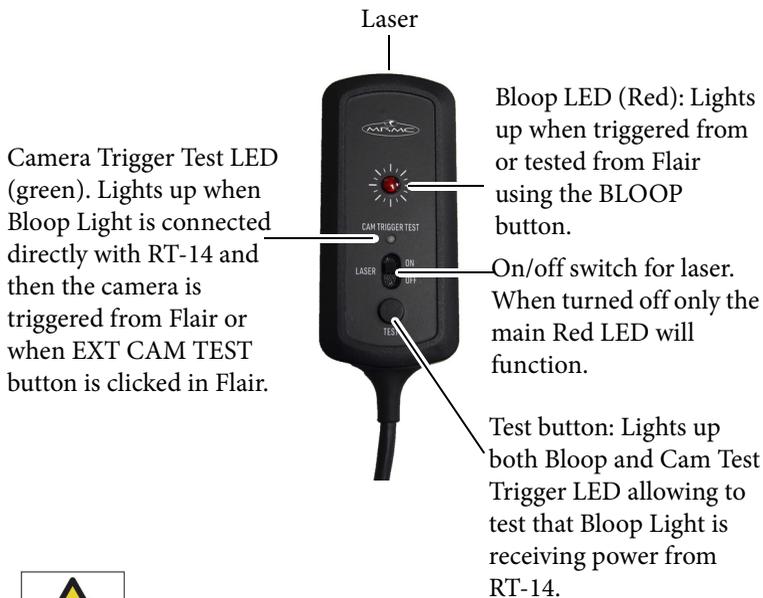
Location

Installation of this unit should be away from sources of excessive heat, vibration, and dust.

Intellectual property

This product includes confidential and/or trade secret property. Therefore, you may not copy, modify, adapt, translate, distribute, reverse engineer, or decompile contents thereof.

Overview

Thank you for using the Bloop Light from Mark Roberts Motion Control (MRMC). Bloop Light can be configured to flash on a pulse signal from Flair which allows the editor to sync picture with motion control data for simplified post production. In other words, bloop light can be used to set up timing accurately in the move. It can be sat just in the corner of the frame (to the safe area so that it is not a part of the final film); or the bloop light laser's miniature flash can be included in the frame telling the editor when the first frame occurs.

Laser

Camera Trigger Test LED (green). Lights up when Bloop Light is connected directly with RT-14 and then the camera is triggered from Flair or when EXT CAM TEST button is clicked in Flair.

Bloop LED (Red): Lights up when triggered from or tested from Flair using the BLOOP button.

On/off switch for laser. When turned off only the main Red LED will function.

Test button: Lights up both Bloop and Cam Test Trigger LED allowing to test that Bloop Light is receiving power from RT-14.
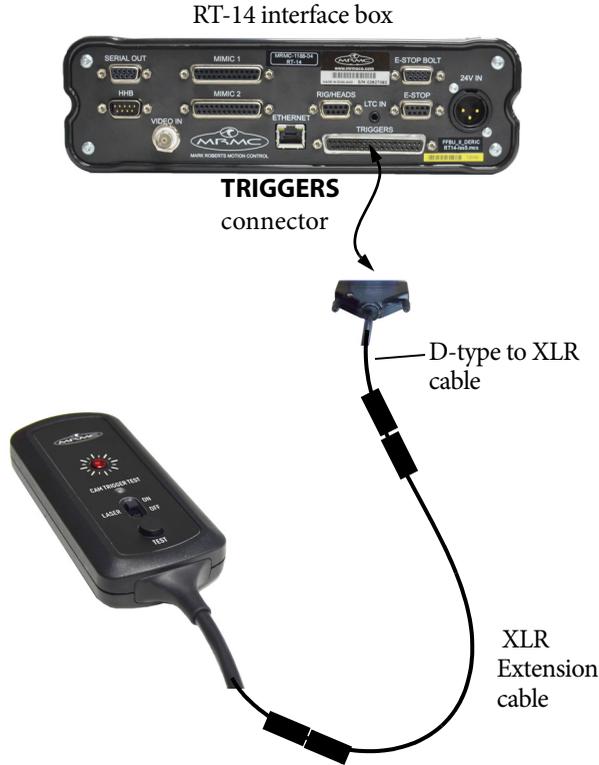
CAUTION

Laser Radiation. DO NOT STARE INTO THE BEAM

Connecting the cables

Configuration A: Connecting Directly to RT-14

RT-14 interface box

TRIGGERS connector
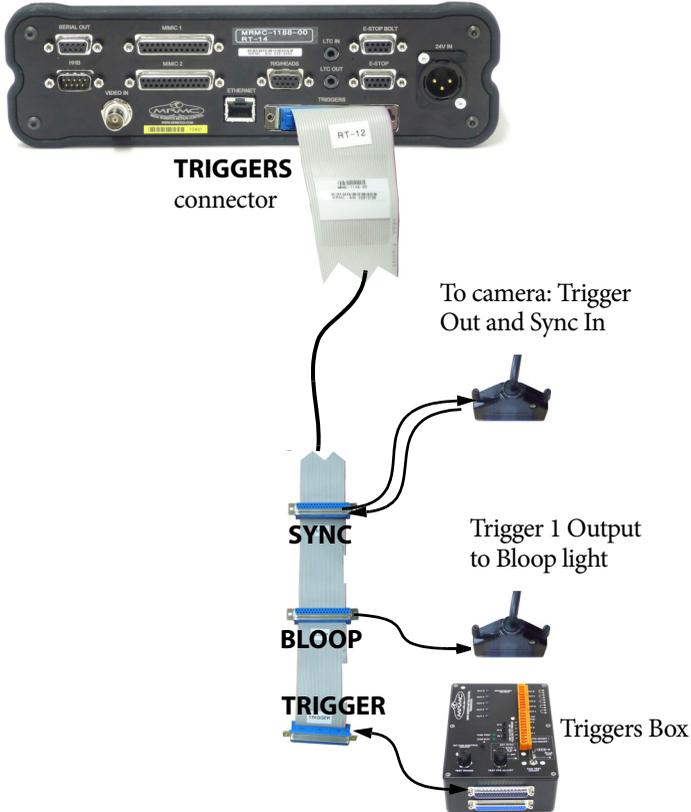
D-type to XLR cable

XLR Extension cable

In Flair, the button for **Trigger 1** is labelled **Bloop** by default unless you have changed it, as it is usually used to trigger the Bloop light. YYou can change this name in Flair by using the same menu options that you use to add triggers to a move: **Setups > Outputs > #1 - Bloop**, **#2**, **#3**, etc. See the Flair documentation for details.

The Trigger 1 signal in Flair is same as Output 2 in 37-Way D-type connector on RT-14.

Configuration B (using Triggers Box)

This configuration uses the ribbon cable supplied with the Triggers Box.

RT-14 interface box

TRIGGERS connector

To camera: Trigger Out and Sync In

SYNC

Trigger 1 Output to Bloop light

BLOOP

TRIGGER

Triggers Box

The External Camera Trigger Out and Sync In are directly connected to the camera.

The Bloop light also has a direct connection. The Bloop light plug itself (black in the photograph) is wired for two inputs:

- If you plug the Bloop light into the **BLOOP** connector on the ribbon cable, you can trigger it with the Trigger 1 signal.

- If you plug the Bloop light into the **SYNC** connector on the ribbon cable, you can trigger the Red LED with either the

Trigger 1 or Green LED with Ext Camera Trigger signal, and thus use it to test the External Camera Trigger button.

The External Camera Trigger and Trigger 1 (Bloop) signal wires to the **TRIGGER** connector in RT-14 are cut on the ribbon cable, so neither of these signals can reach the Trigger Box in this configuration.
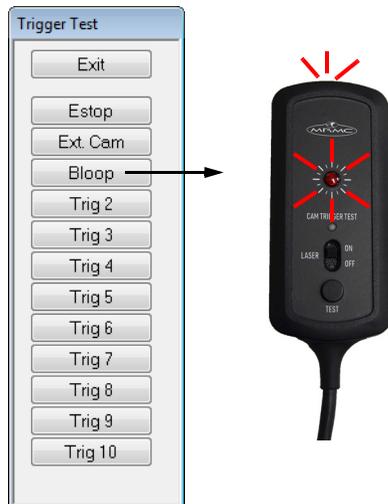
As in Configuration A above, in Flair, the button for **Trigger 1** is labelled **Bloop** by default unless you have changed it, as it is usually used to trigger the Bloop light. See the Flair documentation for details.

Testing Bloop Light

You can test that the Trigger Box and Bloop Light are receiving trigger signals from Flair:

1. In Flair, use menu option **Setups** > **Outputs** > **Test Outputs**.

2. In the pop-up, click on the **Bloop** button.

When you press the button, the Bloop light (red) and the laser (if turned on) will light up.

Setting up Bloop Light in Flair

1.   In Flair 6.4, use menu option **Setups > Outputs > #1 BLOOP**.


2.   Check the **Trigger Active** box to ensure that the bloop light is active. When set to off, the bloop light will not activate during the move.

3.   **Test** button can be used to test the bloop light. When pressed the bloop light should activate and deactivate upon release.

4.   You can switch the bloop light on and off up to 15 times within the move. The frame count (fractional if desired) at which the bloop light is to turn on is entered in the left hand column and the frame count at which the trigger is to turn off is entered in the right hand column. Alternatively, instead of specifying the **Off frame**, you can specify the number of frames the bloop light should remain on for.

In Flair 7, Output Triggers dialog box can be accessed using the menu
Setups > Output Triggers.

Cyclic Triggers

Bloop light flash can be set to repeat in a cycle throughout the move.
Enter the **On For** value defining the duration of the trigger. Enter a **Cycle
Every** value to specify the duration after which the bloop lights flashes.
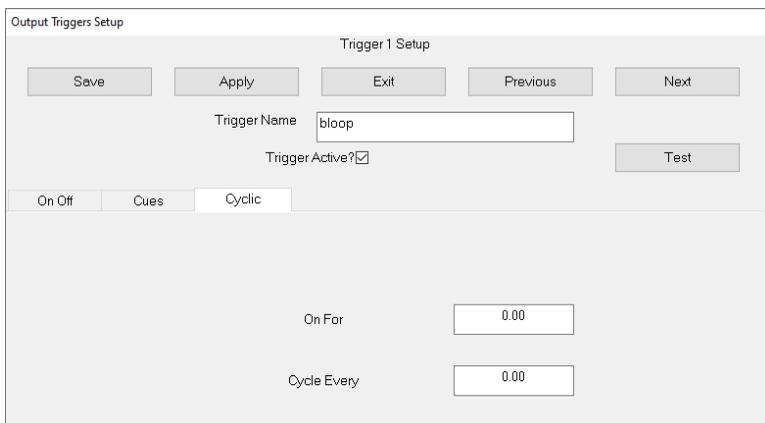
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