

Murph with Club Lights - Short Manual

Overview Events, Themes & Theme Changes

Main Themes

Smooth	-->	Slow Part of the track
Crescendo	-->	Build up of the track, track goes faster
Decrescendo	-->	Track removes elements, track speed decreases
Main Theme Light	-->	Track running well, but not at highest level
Main Theme Full	-->	Track reaches the max, Bass, Kick, Snare, all together

Events

Build up	-->	1 Instrument / Sound more
Intermezzo	-->	1 Instrument / Sound less
Vocal	-->	Voice, Speech, Singing
Drop	-->	Kick or Bass comes back

Theme Changes

Smooth-->Crescendo	-->	After a slow part sound increases, gets louder
Crescendo-->MainThemeFull	-->	After increasing sound the main part of the track comes

Low/High Beat

Lowbeat	-->	Beat based on Kickdrum, or very low frequency instruments
Highbeat	-->	"Beat" based on Snare, Claps, Hi-Hats and higher instruments

Triggering

All Themes / Events / Changes - Triggers can be changed in the interface

Piano --> Midi Command triggers

- Once for theme changes
- Once and stays for themes and events until their over / changed to another element

Pulse --> Midi Command repeatedly triggers with every low beat

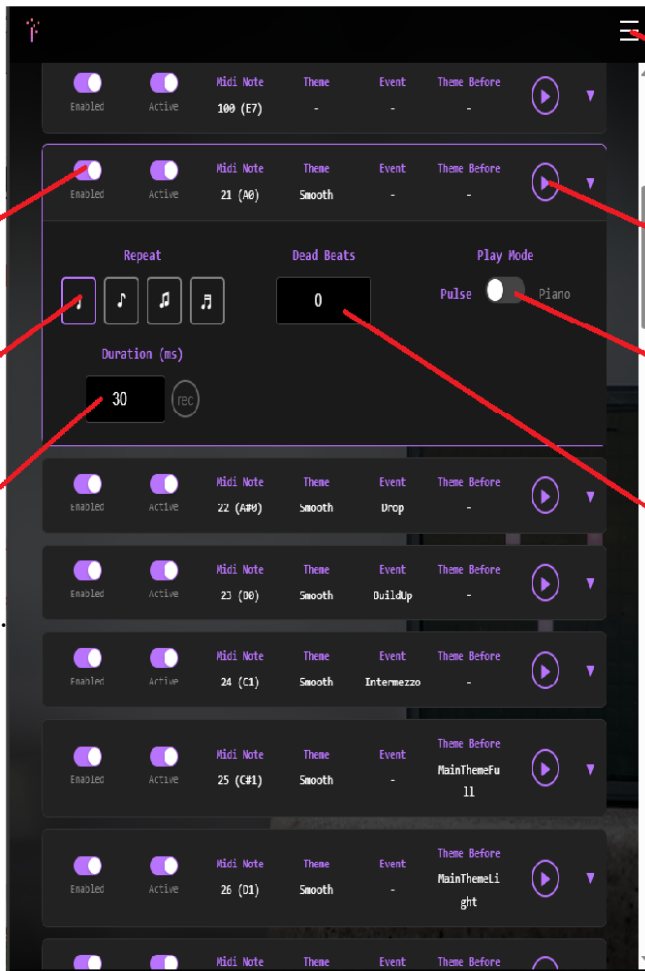
If you decide on a pulse or piano, it is up2u to find out, what fits your programming / mapping better.

Keep in mind that **Piano** only triggers the command once (at the moment of change) and stays as long as the program does not change / eg. another command will take its place.

So **Piano** Triggering makes everything smoother and calmer in terms of changes, while **Pulse** promises more action and an on-beat feeling.

Mapping

To map Midi Notes - switch to **Notes** in the menu, then click **Deactivate Outputs**.



enable the notes you want to map

How often a note gets repeated per beat. Usually keep on one, try repeats with strobe

Length of a pulse note is played. Never go over 400ms. Usually 30 - 100ms.

menu

Play button. Plays midi note for mapping

Pulse / Piano mode

If you like that a note is not played that often, rise to 4 or 8.

Recommendation: keep it to 0 until you exactly know what happens.

➔ After the mapping is finished, reactivate the outputs!

Examples of Mapping

Following examples provide a good handout for a start. A few ideas to show you what is possible and how it works. Not all Themes and events are mentioned - but can be used and mapped likewise.

Pin / LED Spots:

Set **Smooth** on **Pulse**. Create groups (eg. Spots 1-7 in same group). Map Midi Command to "Next".

--> If **Smooth** is played by **Murph**, one Spot by another will be shown fitting on beat.

Alternative

Make 2 groups:

➔ Group 1 --> Spot 1,3,5,7

➔ Group 2 --> Spot 2,4,6

--> Spots now switch when **Smooth** is played between the groups, also fitting to the beat.

Just to run the thought: If you would change the **Smooth** Note to **Piano**, the command would only be sent once. Meaning each time smooth is played one pinspot or one group is on, but no changes on beats and no action until another Theme is played

Alternative 2

--> Now let's make it more interesting and use **high** or **low** beat on top.

Again, make groups:

➔ Group 1 --> Spot 1-4

➔ Group 2 --> Spot 5-7



Now map the **high or the low beat** on the intensity (brightness) or the color. And tadaa, with each beat not just the illuminated spots are changing, but also the color or the intensity of the spots.

You can also map them changes on spots. As an example: if the track changes from Smooth to Crescendo -> all spots shortly strobe.

Moving Heads:

If you have multiple pin spots and moving heads it is more convenient to set all the main themes: **Smooth, Crescendo, Decrescendo, MainThemeLight and MainThemeFull** to **Piano**. But to still have effects you map **Low and High Beat** to elements like intensity, speed, moving way, group changes or else.

Let's map 4 moving heads to MainThemeFull

- ➔ Set **MainThemeFull (Note 45)** to Pulse oder Piano, test whatever works better with changes! As an example, do not use piano, but combine pulse with a longer note length of 300 - 400 ms.
- ➔ Now create a scene on the light controller, that the moving heads are doing their moves.
- ➔ Now map that scene to the **Note 45**

-> now each and every time MainThemeFull is played, the moving heads are moving.

Map Lowbeat to Dimmer/Intensity of Moving Heads

--> Intensity of Moving Heads is on/ off fitting to the beat.

How to work with illuminai

Map Theme Change Smooth-MainThemeFull (Note50) auf "next Gobo"

--> Each time a direct switch from smooth to MainThemeFull happens (in electronic music -> surprising events) the next Gobo will be played.

Map MainThemeFull-Drop (Note 46) to moving heads Strobe

--> each time Note 46 is played (a drop combined with full on music) the moving heads flash shortly.

As mentioned at the start. These are just examples, ideas we thought to show you. You can do all sorts of combinations and usage of Murph based on the same principle.

- Test what looks cool at your venue.
- Combine MainThemes with ThemChanges and High / Low Beats and Events
- If everything goes mad, try disabling a few notes