



Hive

User Manual

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1 / Connecting to a Hive player for the first time

This guide will walk you through the process of connecting your player for the first time.

By default all Hive players are configured in DHCP mode as standard. You are able to change this to use a static IP address.

Connecting to your device using a DHCP network

Step 1: Connecting HDMI Output

Begin by connecting the HDMI output of your Hive player to a monitor or HDMI display device. This allows you to see the video output from the Hive player. The HDMI output is set to AUTO by default, ensuring optimal display settings.

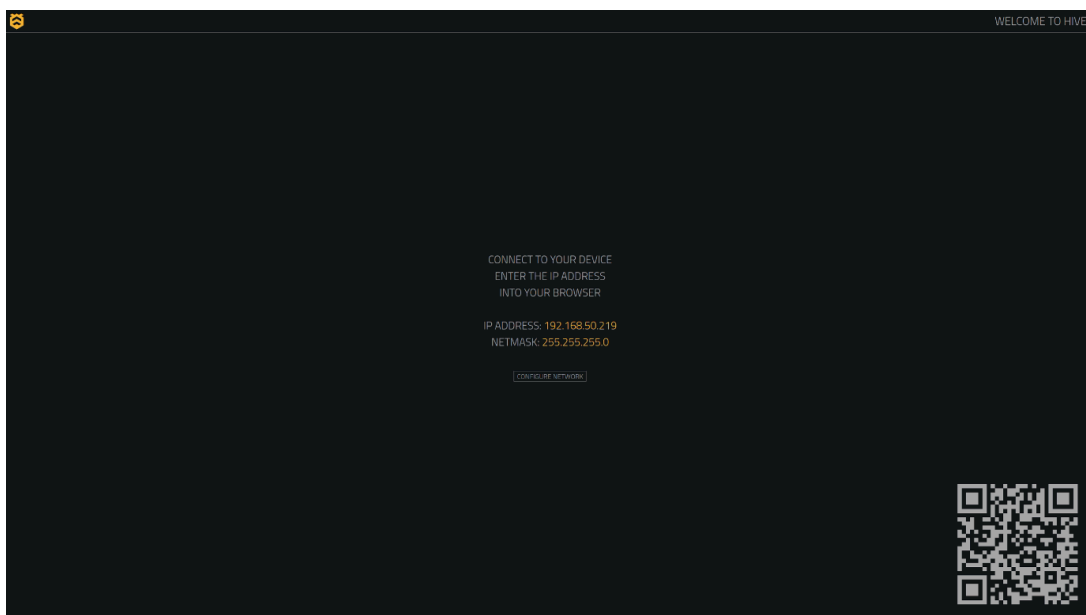
Step 2: Connecting Ethernet Output

Connect the Ethernet output of the player to an ethernet router or network device using an Ethernet cable. The player operates in DHCP mode, expecting a connection to a network with a DHCP server, such as a home internet router.

Step 3: Powering Up

Plug in the power adapter included with your player to power it up. Once powered, the player will boot up, and you will be presented with a setup page.

When the device has loaded you will be presented with a page like this:

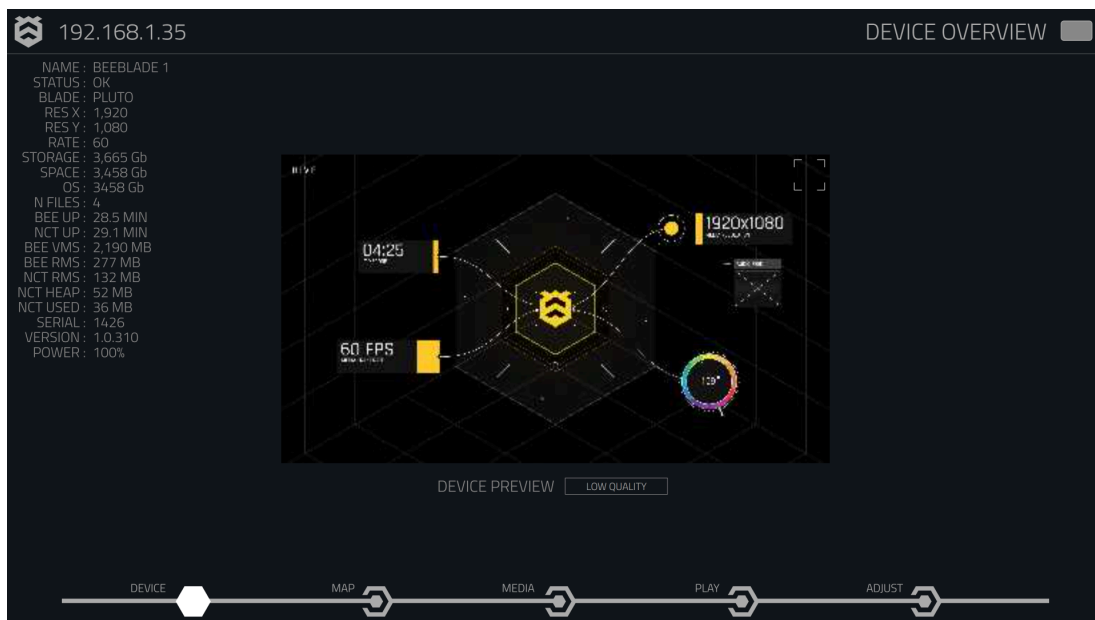


If the Hive player already has a DHCP network established the device will show the IP address on the screen.

Step 4: Accessing the device from your control machine.

Using a web browser on your control device (laptop, tablet, or smartphone), navigate to the IP address displayed on the setup page. We recommend using Google Chrome for best compatibility.

You should get a browser notification to say this is a new device. Once you click OK then you will be forwarded to the players device page.



2 / Setting up a Hive player with a static network connection

If you do not have an internet connection or prefer to use a static IP address, you can configure the network settings manually. A USB keyboard will be needed.

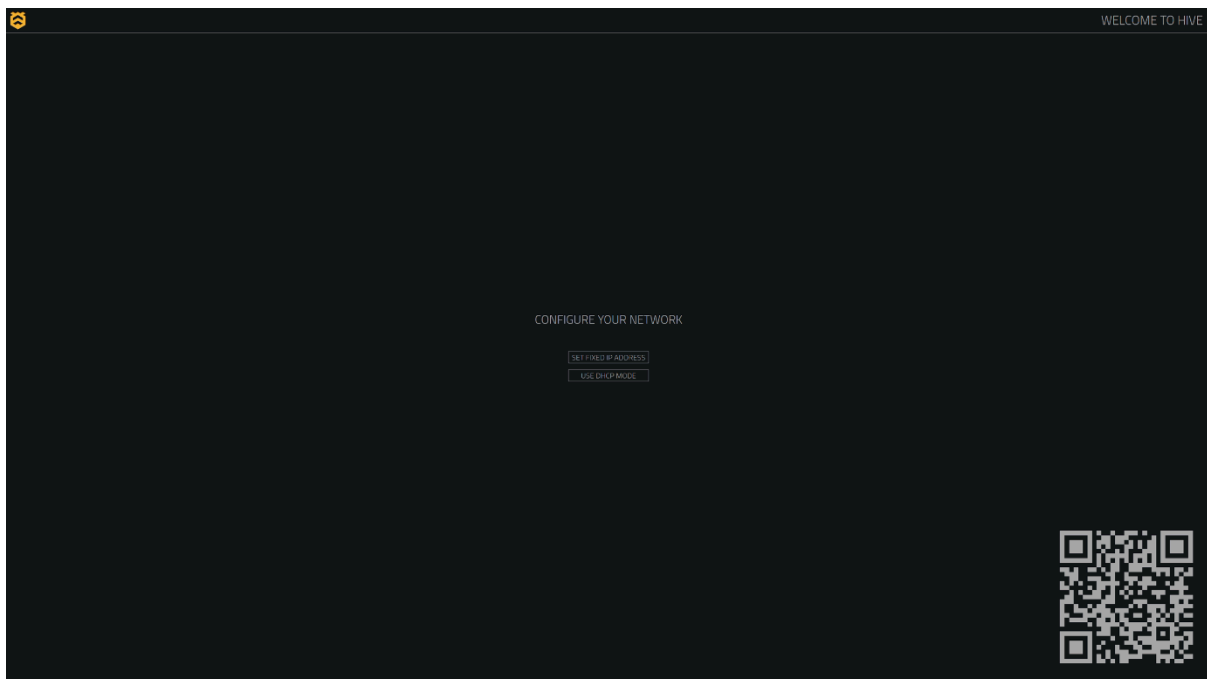
Step 1: Connecting HDMI Output

Begin by connecting the HDMI output of your Hive player to a monitor or HDMI display device. This allows you to see the video output from the Hive player. The HDMI output is set to AUTO by default, ensuring optimal display settings.

Step 2: Powering Up

Plug in the power adapter included with your player to power it up. Once powered, the player will boot up, and you will be presented with a setup page.

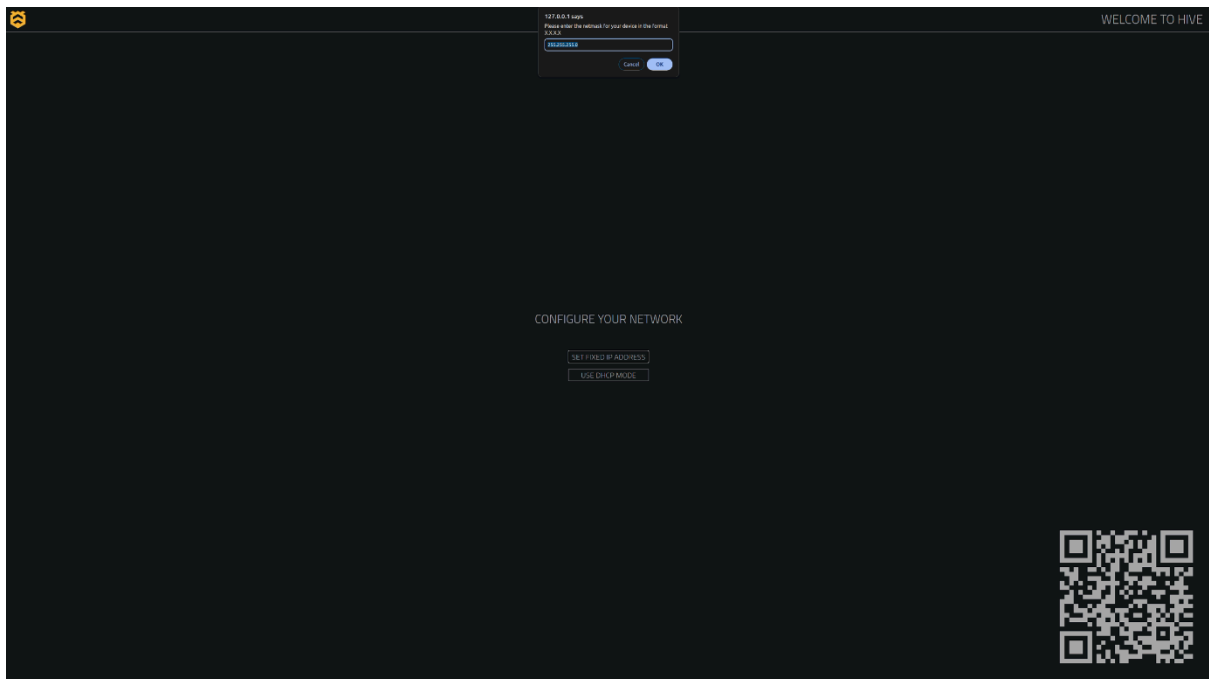
When the device has loaded you will be presented with a page this:



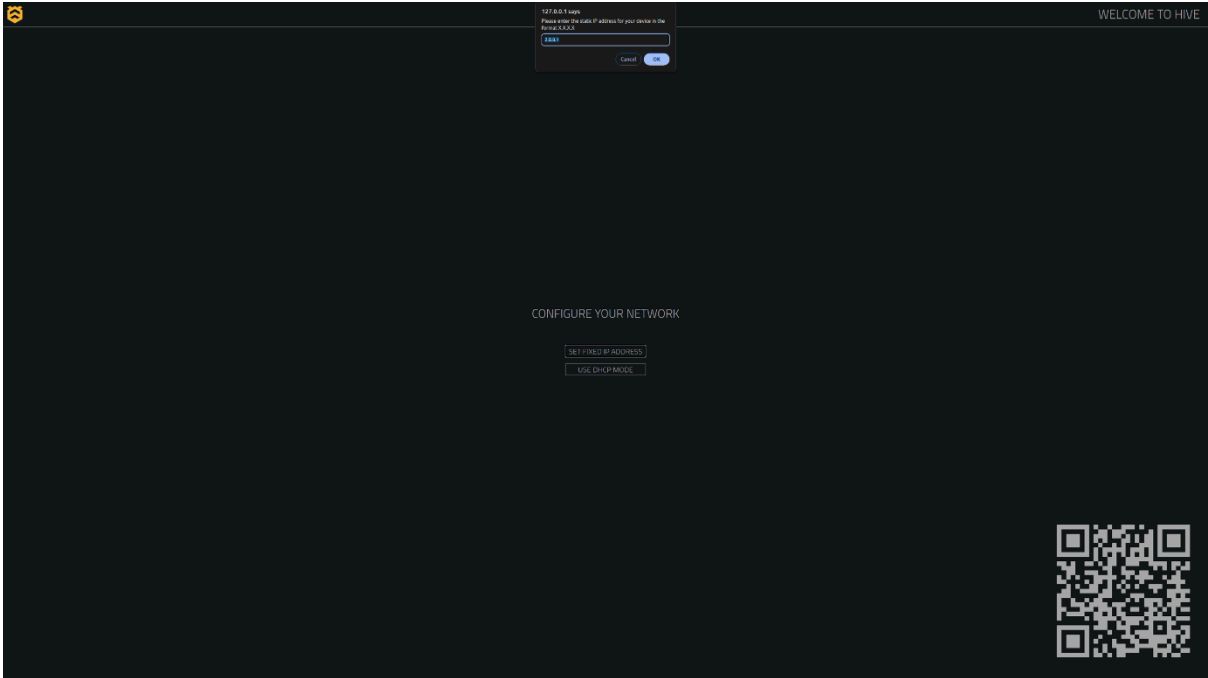
Please plug in a keyboard and use the tab/arrows to navigate and the enter/return key to select.

Step 3: Entering the Fixed IP Address and Subnet Mask

Use a USB keyboard connected to the player to and press the "Tab" key to highlight and select "Set Fixed IP." Enter the desired IP address and tap the enter key.

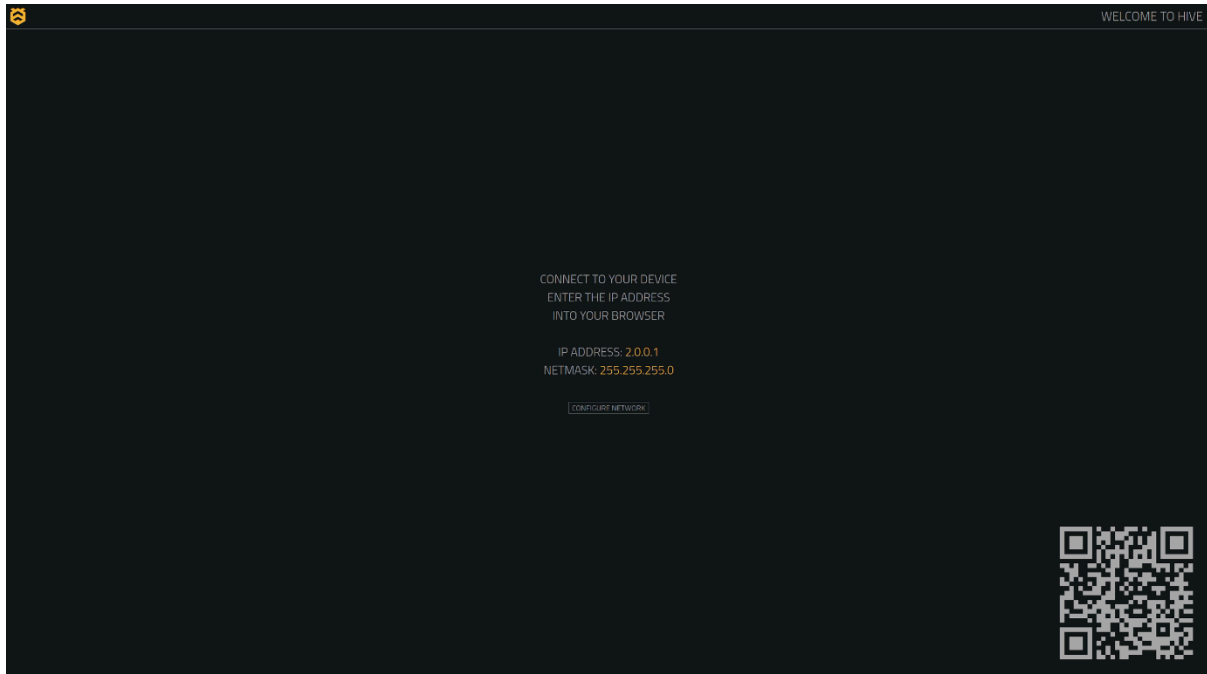


Then proceed to enter a subnet and tap the enter key.



Step 4: Connecting Ethernet Output

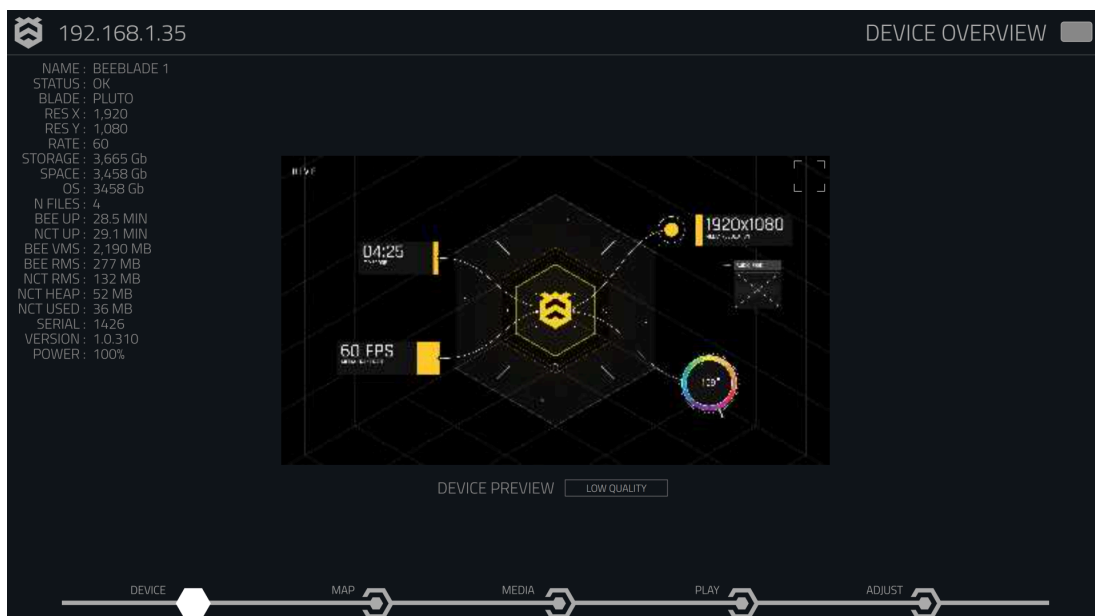
After configuring the network settings, plug in the Ethernet cable and allow the player to restart. The setup page will be shown again with the set IP address.



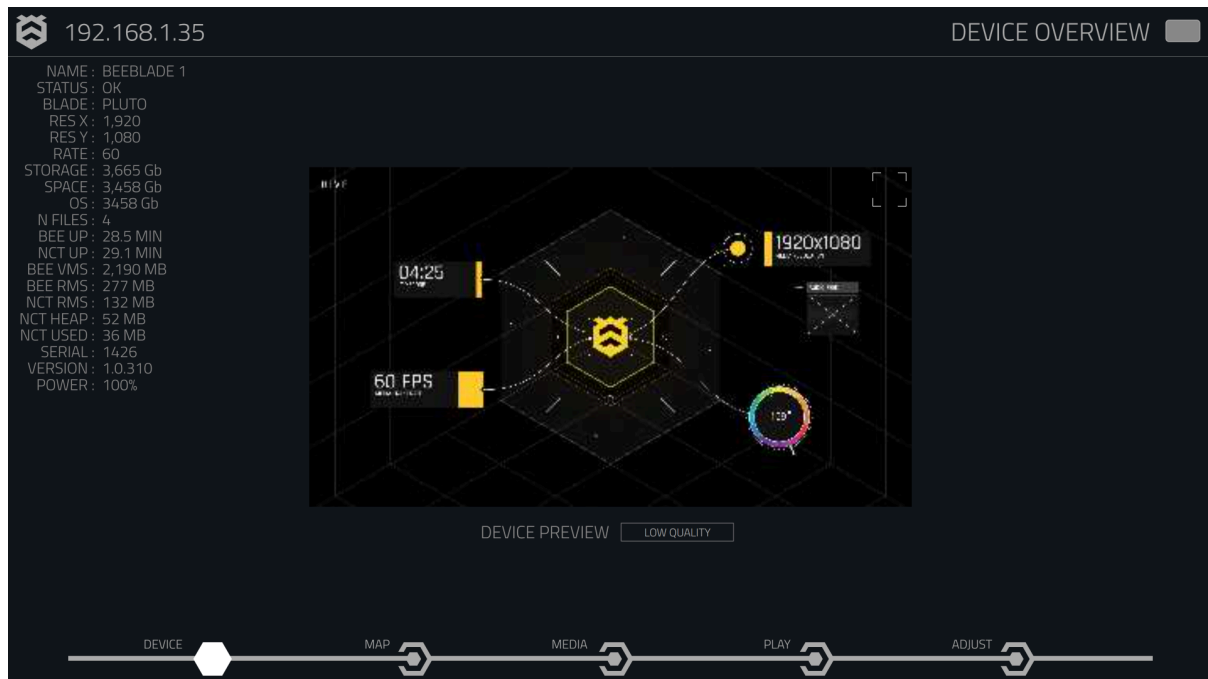
Step 5: Accessing the device from your control machine

Using a web browser on your control device (laptop, tablet, or smartphone), navigate to the IP address displayed on the setup page. We recommend using Google Chrome for best compatibility.

You should get a browser notification to say this is a new device. Once you click OK then you will be forwarded to the player's device page.



User Interface



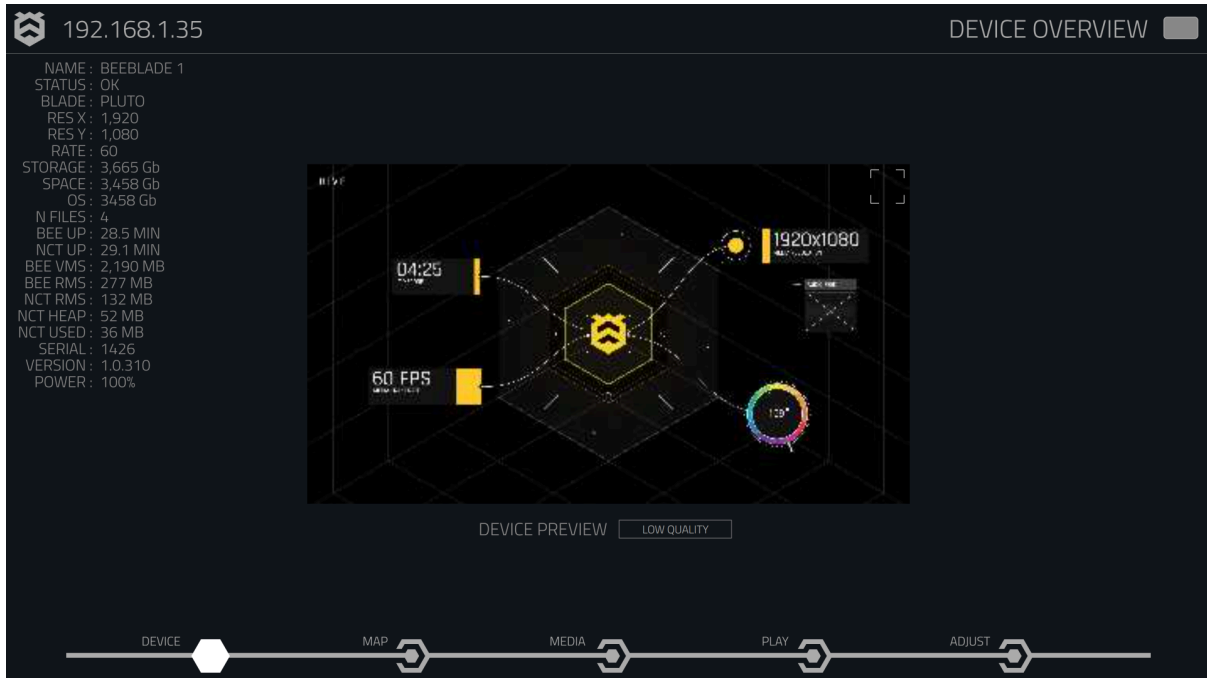
Upon access to your Hive media player, the Device page will be displayed.

The Hive User Interface consists of five primary sections, which can be navigated via the task progress bar located at the bottom of each user interface page.

- Device – The Device page provides information about your device.
- Map – The Map page caters to all your mapping needs.
- Media – In the Media page, you can explore and view all the media stored on the device.
- Play – The Play page is where you can control how your media plays using playlists, timecode cue lists, custom live control pages, timelines, and schedules.
- Adjust – The Adjust page contains all the settings for your Hive media player.

3 / Device page

The Device page gives you a summary of information relating to the device you are currently logged into.

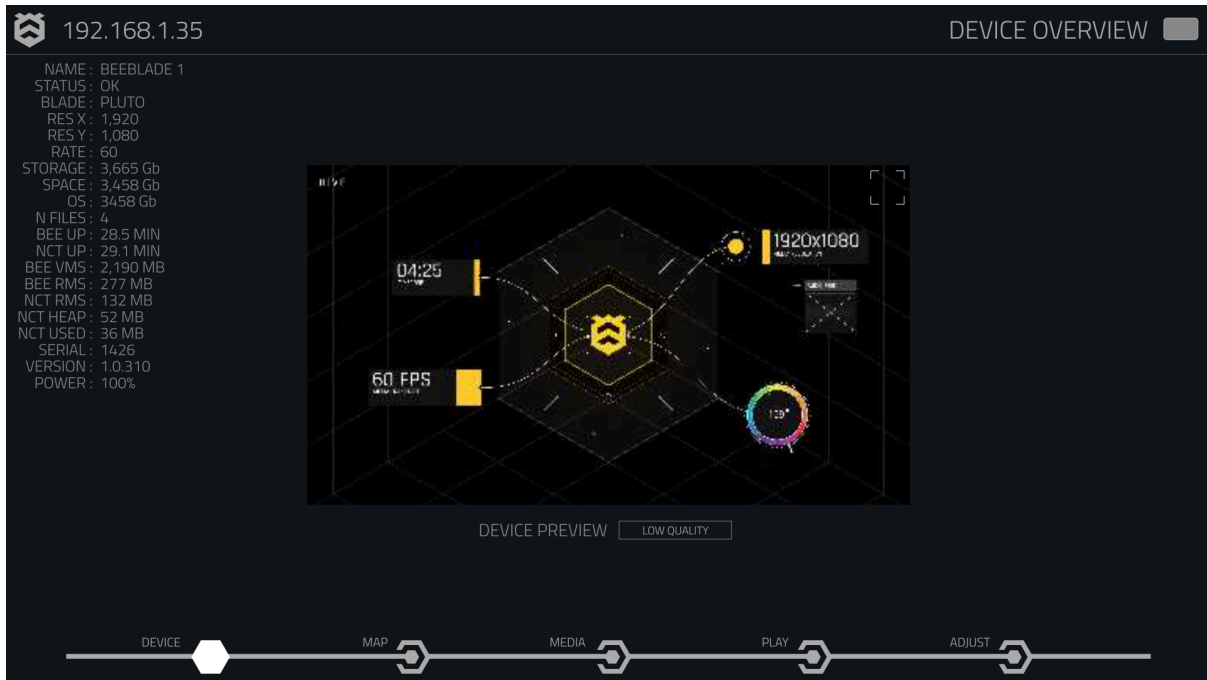


On the left you have an info bar with information about your device

```
NAME : BEEBLADE 1
STATUS : OK
BLADE : PLUTO
RES X : 1,920
RES Y : 1,080
RATE : 60
STORAGE : 3,665 Gb
SPACE : 3,442 Gb
OS : 3442 Gb
N FILES : 10
BEE UP : 41.3 MIN
NCT UP : 41.8 MIN
BEE VMS : 2,124 MB
BEE RMS : 278 MB
NCT RMS : 110 MB
NCT HEAP : 38 MB
NCT USED : 30 MB
SERIAL : 1426
VERSION : 1.0.310
POWER : 100%
```

Player name - this is the name of your player
Status - the status of your player
Blade - tells you which type of BeeBlade you are using
Res x - the current width of your video output resolution
Res y - the current height of your video output resolution
Rate - the refresh rate your device video output
Storage - the total amount of storage on your device
Space - the amount of free space on the device
OS - storage space on the OS drive
N-Files - number of media files stored on your device
Bee Up - The time since the hive renderer software started
NCT Up - The time since the web server (nectar) started
Bee VMS - Virtual memory allocated for the hive renderer
Bee RMS - memory in use by the hive renderer
NCT RMS - memory in use by the webserver (nectar)
NCT Heap - heap size of the web server (nectar)
NCT Used - amount of heap memory used by the webserver
Serial - The serial number of your device

Version – The software version your device is running on
Power – The power status of your device



On the top right corner, you have a black out button

On the top left you have the hive logo - Clicking on this logo will take you into the 'Find Devices' page, from where you can find your other Hive players on the network.

In the centre of the page is a low-resolution preview of the video output on your hive player. You can select the quality level using the Device Preview drop down, you can choose disabled, Low quality, Media Quality or High Quality. The higher quality settings may have some impact on your device's performance under load.



At the bottom of each page is the process selection bar, the user is able to select the part of the hive software they would like to navigate too.

4 / Map page



The Map page serves as a central hub for configuring the visual output of media, providing users with a comprehensive suite of mapping functionalities. It offers three tabs: Simple, Advanced, and Warp & Blend. These tabs are positioned at the top of the page for easy navigation.

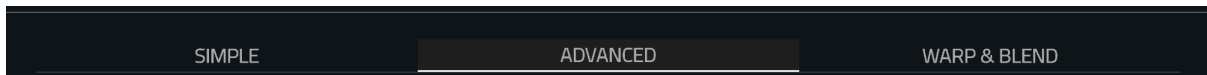
Simple:



The Simple tab facilitates basic mapping operations, ideal for quickly mapping the Hive Player's output to LED walls or basic projector setups. Users can adjust the canvas size using intuitive yellow arrows, simplifying the mapping process for straightforward setups.

You can find out more about the simple map tab [HERE](#)

Advanced:



In the Advanced tab, users can delve into more intricate mapping setups, tailored for creative-led projects on stages or complex installations. This tab offers a range of advanced tools and features to achieve precise mapping configurations according to specific project requirements.

You can find out more about the simple map tab [HERE](#)

Warp and blend:

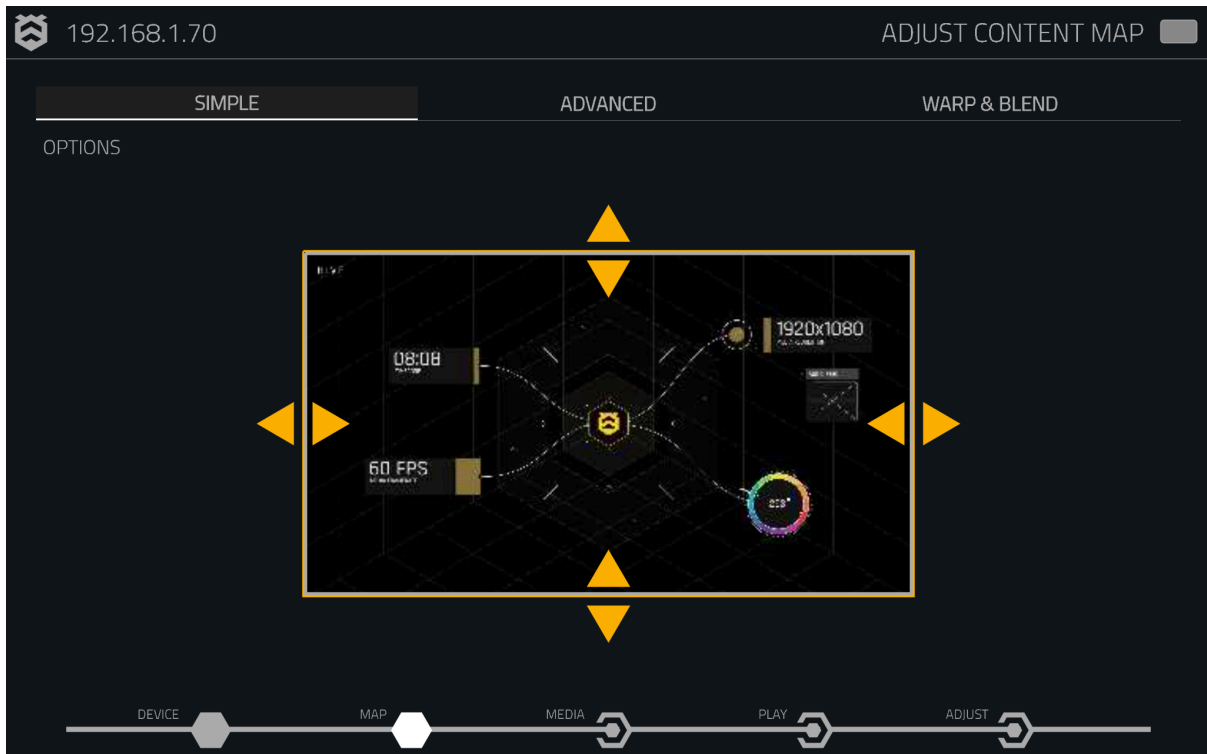


The Warp & Blend tab is dedicated to projection mapping using third-party software providers such as Screenberry or Vioso. While Hive does not offer its own camera-based projection mapping solution, users can seamlessly integrate with these platforms to achieve sophisticated projection mapping effects.

You can find out more about the simple map tab [HERE](#)

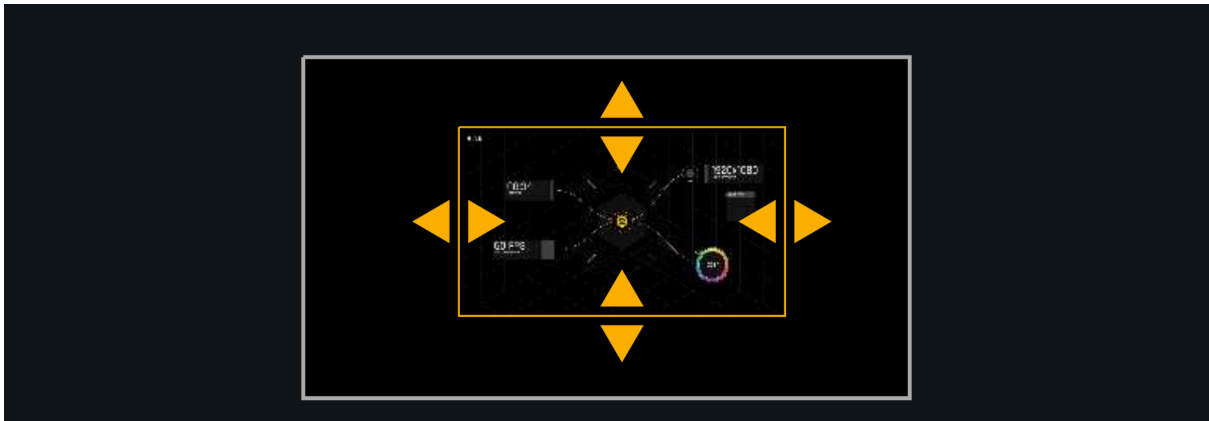
Simple mapping tab

The Simple Mapping Page is designed to provide users with an intuitive and quick setup for basic media display configurations, ensuring the media is properly sized and positioned on the output screen. It serves as a central hub for configuring the visual output of media, allowing users to manipulate how content is displayed through various positioning and sizing options. The Simple Mapping Page caters to both straightforward tasks and more complex, tailored project requirements.

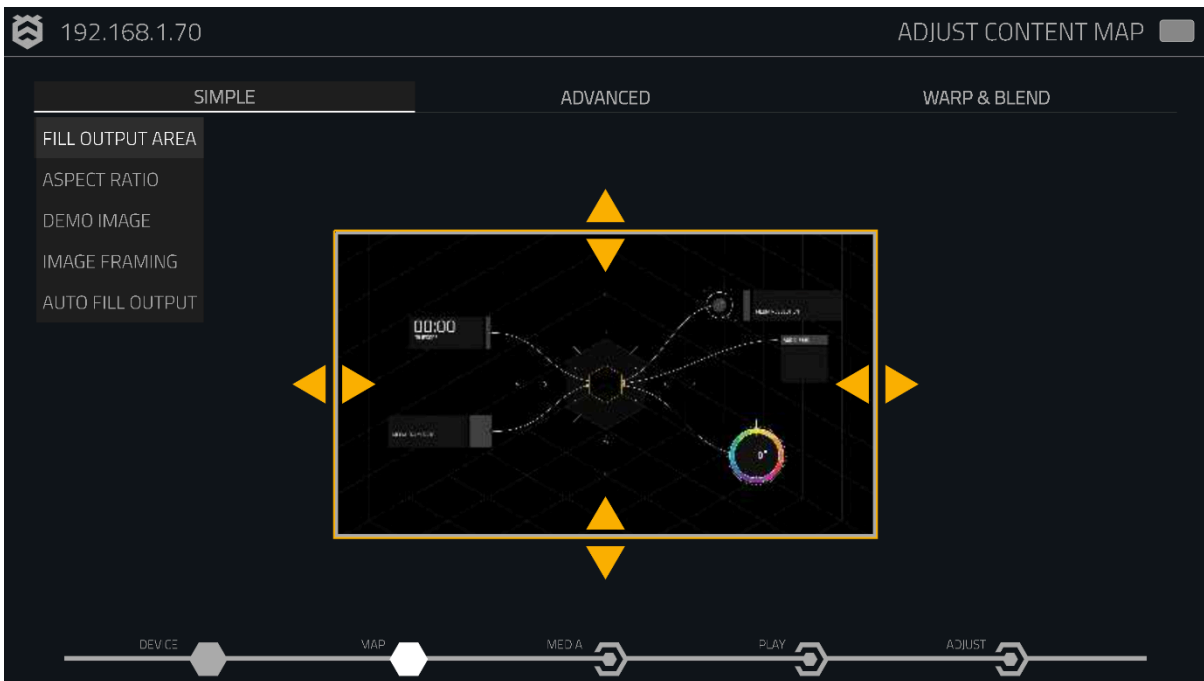


Resizing and Moving:

Use the yellow adjustment icons to resize the image horizontally or vertically. Click and drag within the output region to move it around. Changes made in the user interface are reflected in real-time on the Hive player's output.



Simple Mapping Options menu

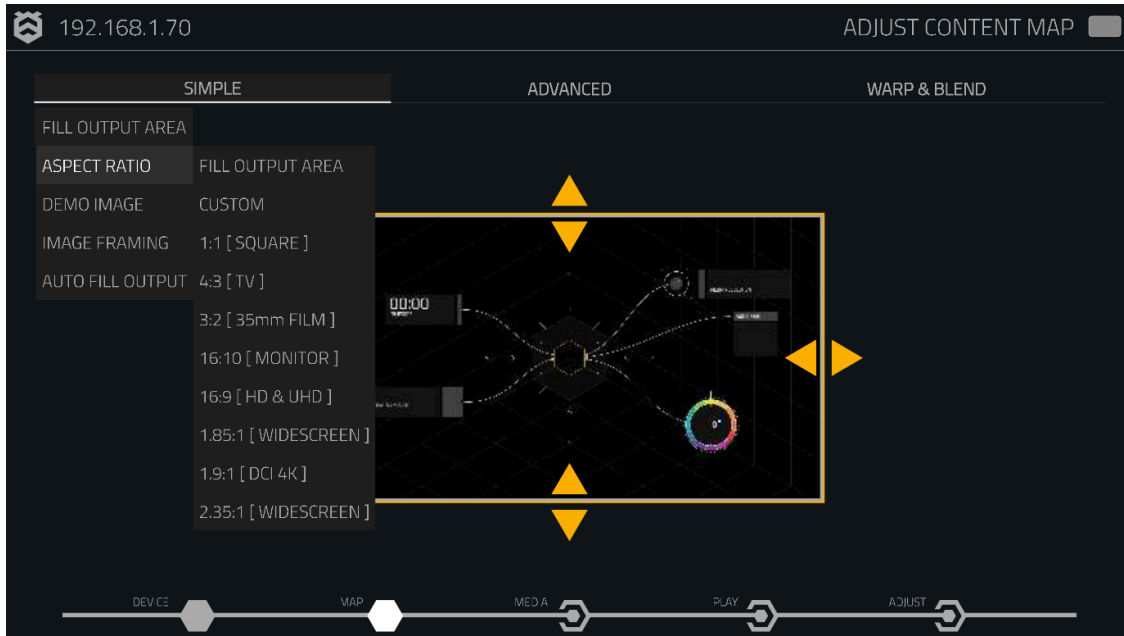


Within the options menu, you will discover a range of features designed to enhance your mapping experience.

Fill Output Area:

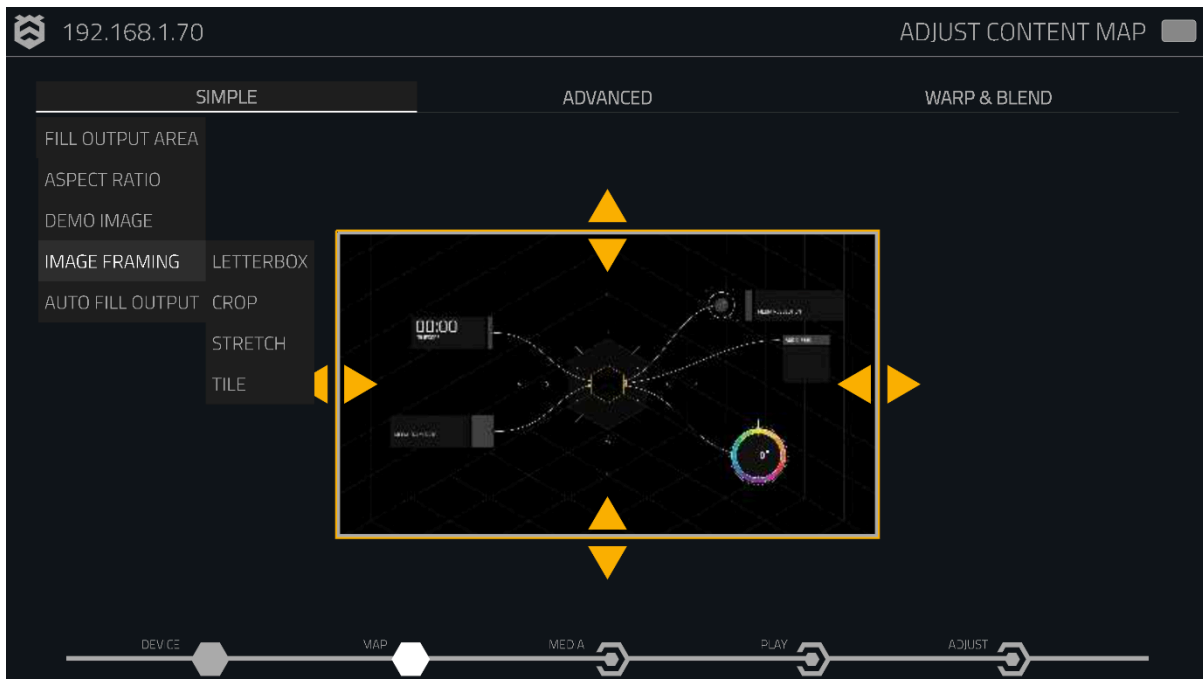
Efficiently populates the entire area of the video output, regardless of the selected display mode and output resolution.

Aspect Ratio:



Accessible options include 16:9, 4:3, and 1:1 and more, providing compatibility with various display standards.

Image Framing:



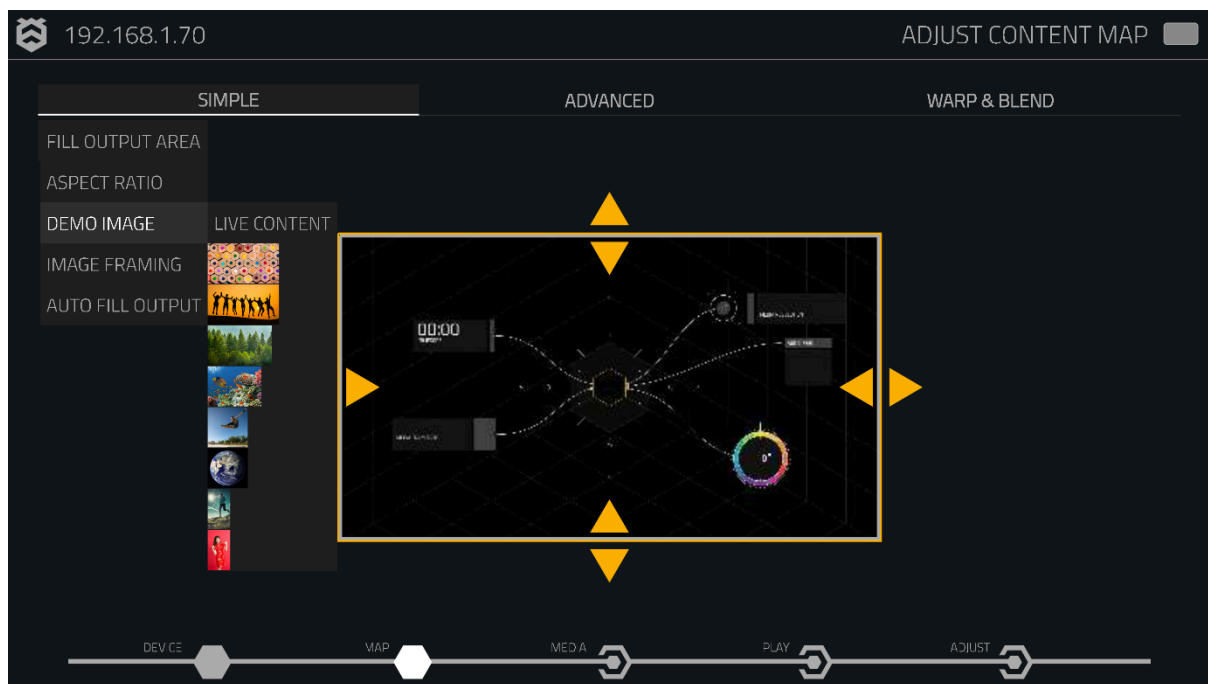
When your video files are in a different resolution from your output, you must decide how the videos will be rendered for output.

'Stretch' will uniformly fill the output region, dynamically adjusting width or height as required, but stretching or squeezing to fill the output.

'Letterbox' will maintain the output image's aspect ratio while incorporating black borders. 'Crop' will select the centre of the image; any excess will be lost over the edge of the output.

'Tile' should tile your image to fill the available output area.

Demo Images:



Conveniently available at various aspect ratios on your Hive player, facilitating experimentation and visualisation of mapping configurations.

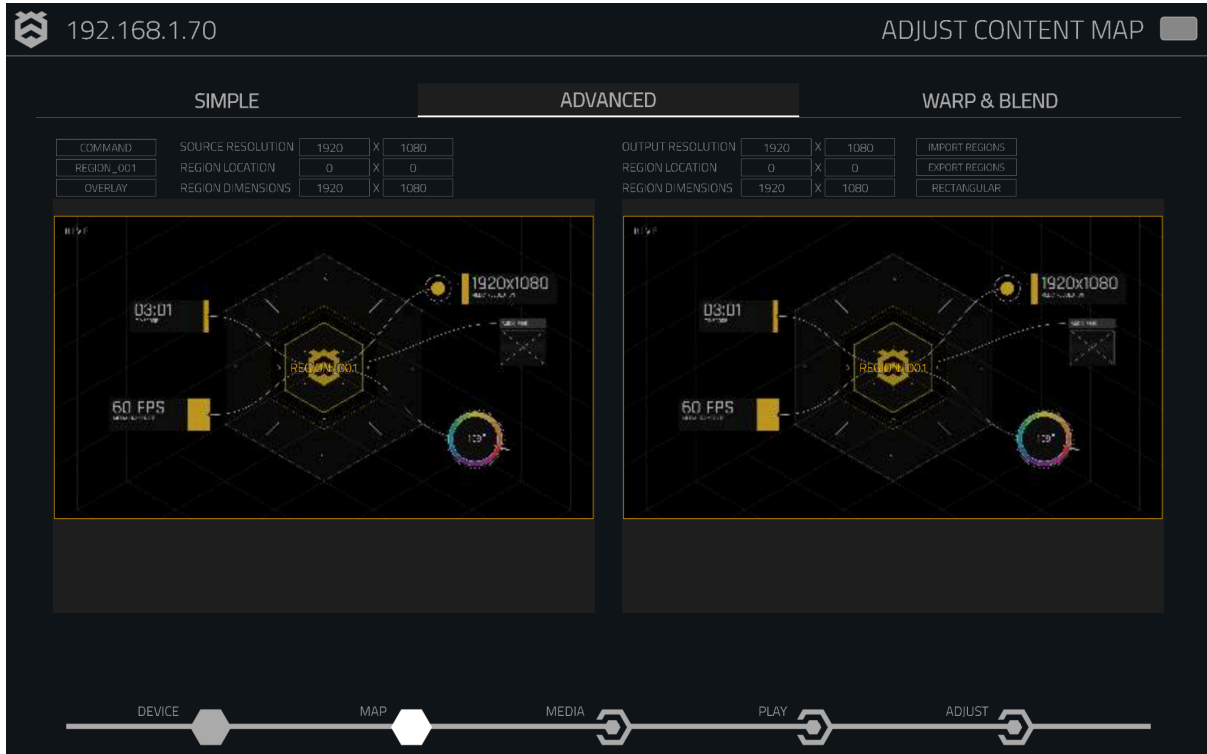
AUTO FILL Output:

Simplify the mapping process with the 'AUTO FILL' output option:

This feature intelligently endeavours to automatically fill the output on the connected display device, streamlining setup and optimising output distribution. If you want your video output to always fill the available video output regardless of the selected display mode, then select the option.

Advanced mapping

This advanced tab serves as a detailed configuration space for users to create complex layouts and precise control over the media mapping process, addressing the needs of more intricate display setups.



Regions

A region is a defined area within the input raster and output raster. On the Advanced Mapping Page, the left section represents the source region, while the right section represents the output region. You can have multiple regions in your setup.

Source region

The source region represents how the content enters your pipeline.

Blending options -

- Default Overlay - This mode stacks regions in the order they were created, with no transparency effects.
- Alpha Transparency - Uses the alpha channel in media to determine transparent areas within the region, allowing for complex layering.
- Additive Mode - Adds the pixel values of one region to the region below it, which can create a cumulative brightness effect where they overlap.

- Screen Mode - Combines regions based on the luminosity of the content, creating a screen-like blending effect.

Output region

The output region determines how the source region appears on your output canvas.

Region types

We support a number of types of region types

- rectangular regions - rectangular regions produce a rectangular box that can be adjusted by size and location sampling from the input regions and drawing to the output region.
- 4-point warp - A 4-point warp produces a transformable box within the output region section. Each corner is transformable in any direction. By selecting this you can also transform the input region map using four points.
- Mask - a mask region produces a 4-point grid within the output region that produces a mask overlay on the output. This can also be changed to a circle by clicking the rectangle soft button on the input region side
- Warp grids - a warp grid allows the user to do manual projection mapping using the advanced tab. The output section will change to a grid, and the user will be produced with an editable input grid and a button to change the edit modes

[You can learn more about the warp grids function here](#)

Region selection dropdown

When a user has more than one region, the region name box on the input side will turn into a dropdown selection tool, this is so the user can select the region they would like to edit.

Adding a region

To add a region, select the command button on the input region side, select add region. A new input and output region will be added.

Removing a region

To remove a region, you can also select the command button and select remove region.

Importing and exporting regions

Users can also import and export regions, Hive players use JSON files for these operations, enabling users to manage their mapping configurations efficiently.

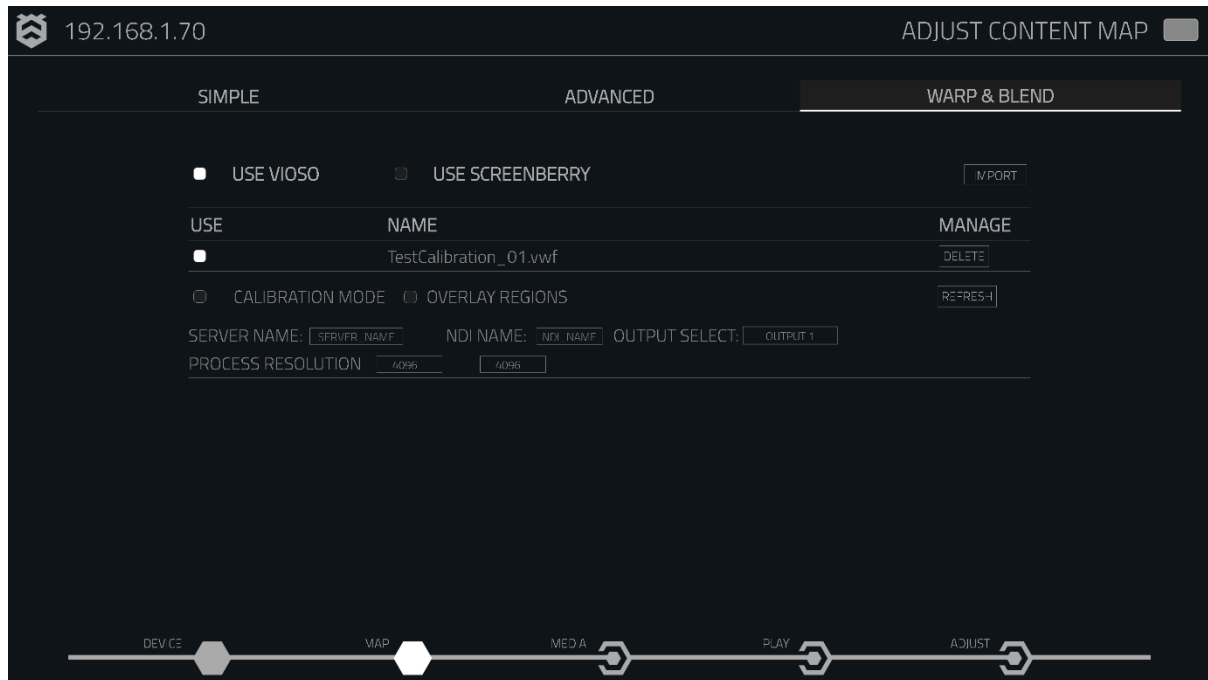
To import region settings, navigate to the right-hand side of the Advanced Mapping Page and locate the import button. From there, users can select and import a region map from a JSON text file. This functionality is crucial for users who prefer to automate the mapping process through scripting tools, allowing for the seamless integration of predefined mapping configurations.

Similarly, for exporting, users can locate the export button adjacent to the import option. Exporting a region map to a JSON text file is useful for saving and replicating configurations across different shows or installations. Once users have tailored their region mapping on the device, they can export the setup to facilitate quick deployment or backup.

Warp and blend



Using Vioso



Calibrations

USE	NAME	MANAGE
<input type="checkbox"/>	TEST_CALIBRATION	<input type="button" value="DELETE"/>

The calibrations list displays all of the uploaded Vioso mapping files in its lifetime. To enable a mapping file, select the checkbox to the left of the chosen mapping file.

Vioso settings



The Vioso settings are located under the calibrations dropdown and are essential for calibrating your surface.

Calibration mode

Ticking the calibration mode checkbox activates the NDI calibration mode for Vioso, allowing the device to pair with the Vioso camera server utilising the settings configurations.

Overlay Regions

Selecting the overlay regions checkbox prompts the device to output the mapping file from the advanced tab on top of the Vioso mapping. This feature allows users to apply masks over the mapping file.

Server Name

The server's name input is for the NDI name you are using on your calibration computer. This is typically your machine name in windows or mac unless changed in the NDI tools software.

NDI Name

The NDI name field enables you to enter the NDI input stream data from the Vioso calibration server.

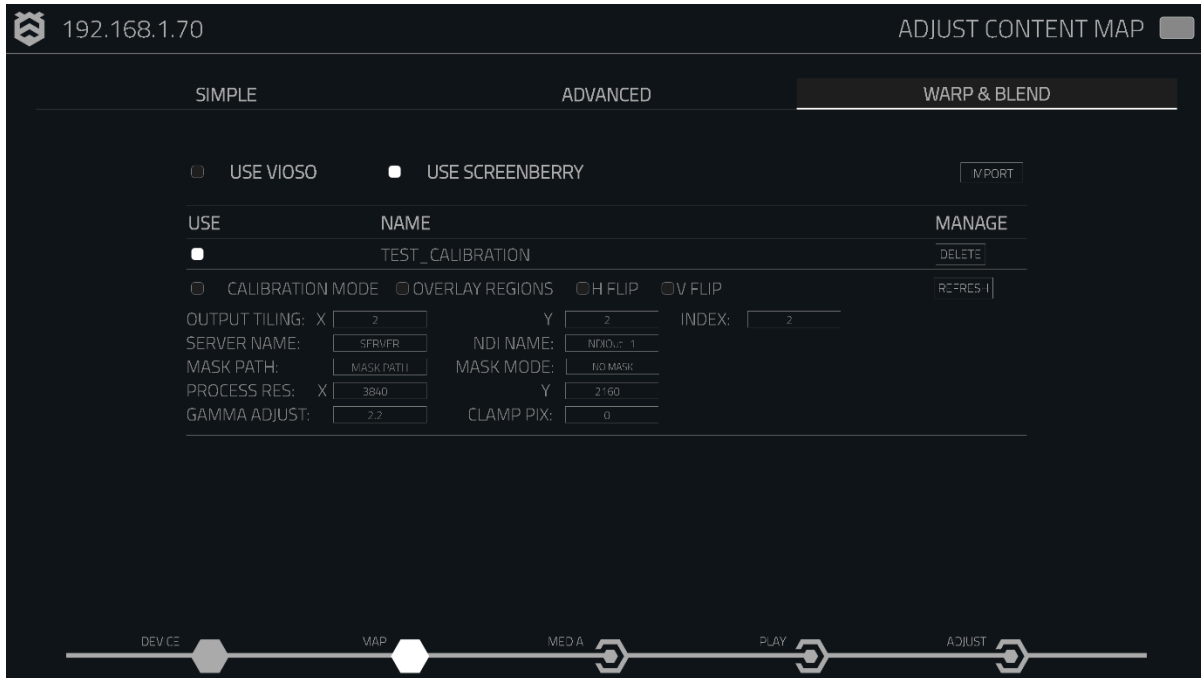
Output Select

The output select feature enables you to choose the desired output from the enabled Vioso calibration file.

Process Resolution

The entire resolution from the selected Vioso mapping file should be entered into the process resolution fields.

Using Screenberry



When selecting the “use Screenberry” checkbox the page the tab will change to a layout like in the picture above.

Screenberry is a software solution for multi-projector setups that allows you to create immersive and seamless projection environments. Screenberry can automatically calibrate the projectors using a camera, blend the edges of the projected images, and warp the projection to fit any shape or surface.

Calibrations

USE	NAME	MANAGE
<input checked="" type="checkbox"/>	TEST_CALIBRATION	<input type="button" value="DELETE"/>

The calibrations list displays all the uploaded Screenberry mapping files in its lifetime. To enable a mapping file, select the checkbox to the left of the chosen mapping file

Screenberry settings

<input type="checkbox"/> CALIBRATION MODE	<input type="checkbox"/> OVERLAY REGIONS	<input type="checkbox"/> H FLIP	<input type="checkbox"/> V FLIP	REFRESH
OUTPUT TILING: X	<input type="text" value="2"/>	Y	<input type="text" value="2"/>	INDEX: <input type="text" value="2"/>
SERVER NAME:	<input type="text" value="SERVER"/>	NDI NAME:	<input type="text" value="NDIOut_1"/>	
MASK PATH:	<input type="text" value="MASK PATH"/>	MASK MODE:	<input type="text" value="NO MASK"/>	
PROCESS RES: X	<input type="text" value="3840"/>	Y	<input type="text" value="2160"/>	
GAMMA ADJUST:	<input type="text" value="2.2"/>	CLAMP PIX:	<input type="text" value="0"/>	

Calibration mode

Ticking the calibration mode checkbox activates the NDI calibration mode for Screenberry, allowing the device to pair with the Screenberry server using the settings configurations.

Overlay regions

Selecting the overlay regions checkbox prompts the device to output the mapping file from the advanced tab on top of the Vioso mapping. This feature allows users to apply masks over the mapping file.

H&V Flip

The H&V flip checkboxes allow users to flip the outputs either horizontally or vertically.

Output Tiling X&Y

The information from the Screenberry output canvas node must be used to complete the output tiling input fields.

Index

The information from the Screenberry output canvas node must be used to complete the index input field.

Server name

The server's name input is for the NDI name you are using on your calibration computer. This is typically your machine name in windows or mac unless changed in the NDI tools software.

NDI Name

The NDI name field enables you to enter the NDI input stream data from the Screenberry calibration server for the selected output.

Mask Path

The path to the mask in the Screenberry calibration should be entered here if using one.

Mask Mode

The mask mode selection menu provides options for the user to determine the mask's functionality.

Process Resolution X&Y

The entire resolution from the selected Screenberry mapping file should be entered into the process resolution fields.

Gamma Adjust

The Gamma adjust lets the user adjust the gamma of the selected Screenberry mapping file for the output of the connected Hive device.

Clamp Pixels

The clamp pixel box lets the user manipulate the mapping file corners by pixel increments on the output.

5 / Media page



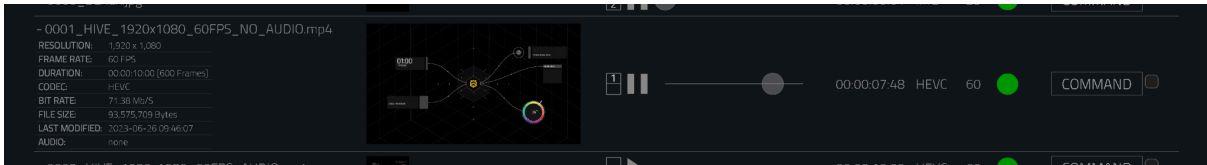
The Hive Media Page serves as the central hub for users to manage and control media playback on their device. This intuitive interface is designed to provide a comprehensive overview of all media stored on the device, as well as detailed control over media playback and file management.



Viewing and Information

Upon accessing the media page, users are presented with a comprehensive list of all media currently stored on the device. Each item is accompanied by detailed information, including resolution, frame rate, codec type, and audio information. Additional details such as file size and upload date are conveniently displayed, allowing users to quickly assess their media assets.

By pressing the plus button next to any piece of content the content will expand and show some detailed information about the item



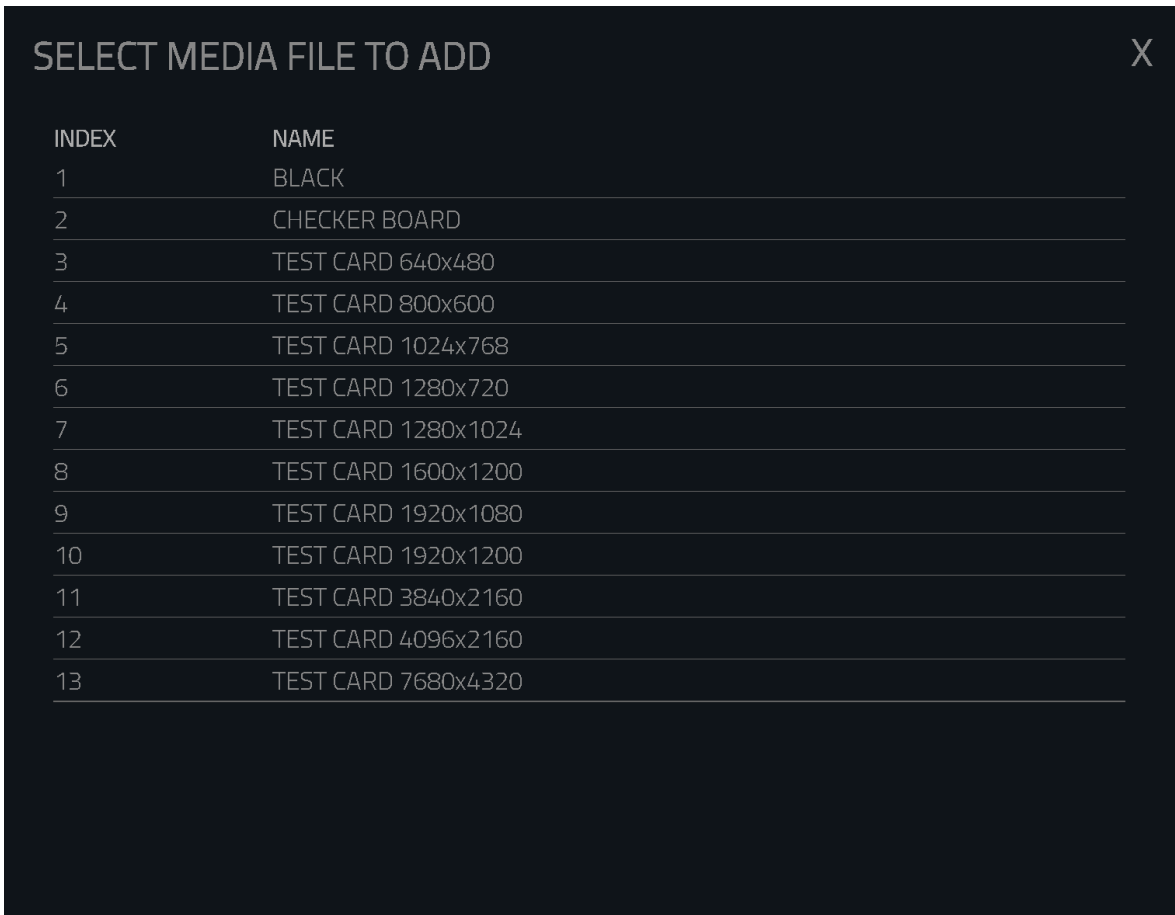
How to upload video/images onto the player

1. Select the upload media files button on the bottom of the media page.
2. An upload selection box will pop up
3. navigate to the asset you would like to upload
4. press the open button
5. if you are uploading to queen and worker devices you will be asked to if you would like

Tip - Do not change to different tabs on the user interface as that can fail the upload.

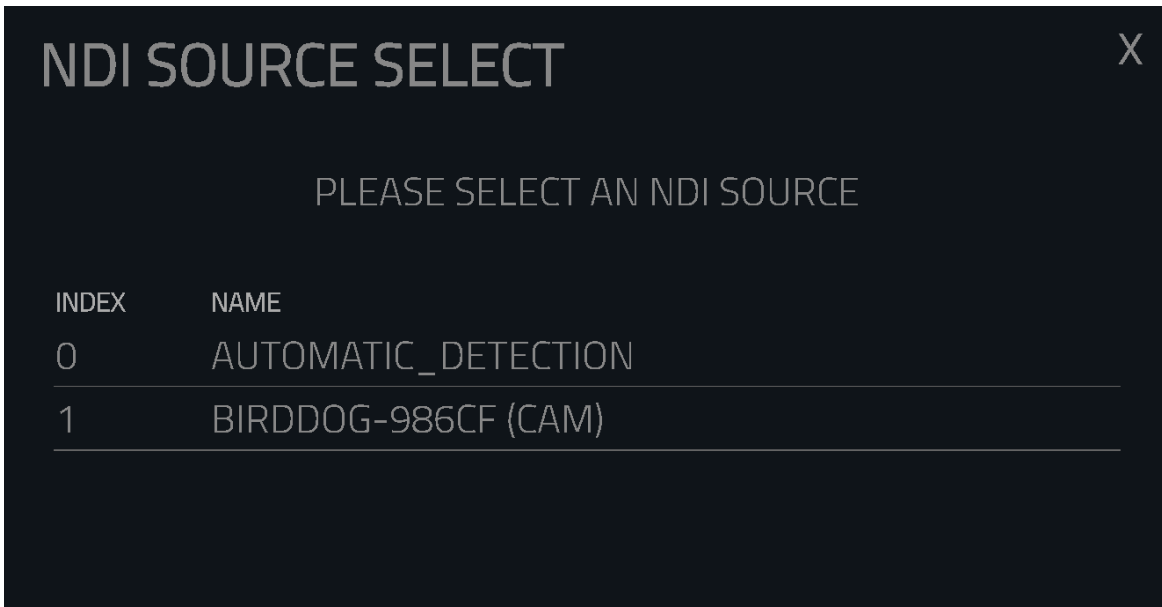
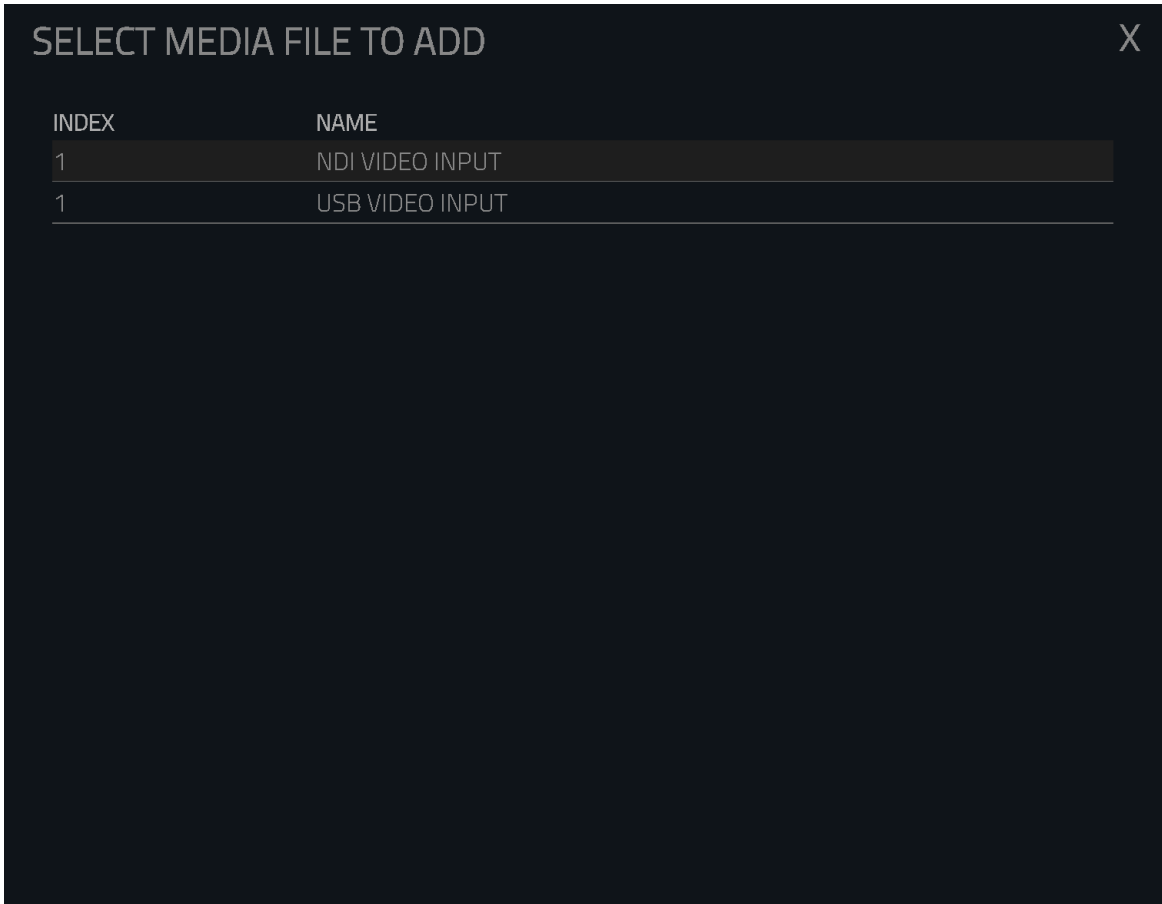
How to upload test images

You can upload test images by clicking on the choose template button. When this is selected a list of generic templates are presented.



How to add an NDI input

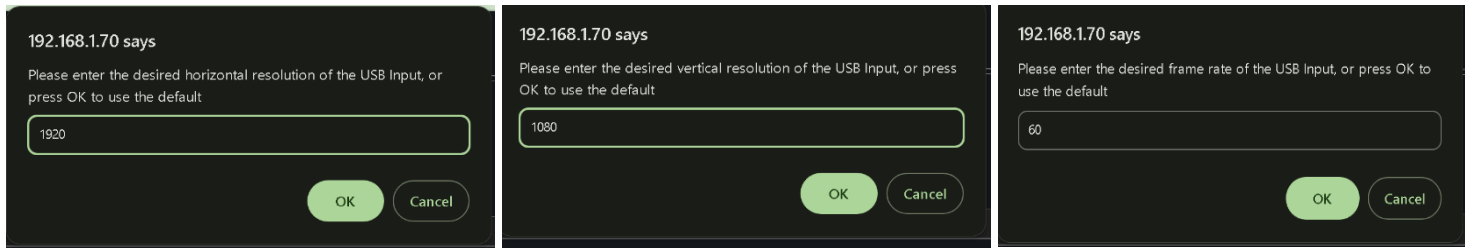
By selecting the choose input button on the media page you will be presented with all of the input options, choose NDI and it will present you with a list of all available NDI sources that are available on the network.



How to add USB Video Input

External USB video sources are also presented in the choose input section. When clicking choose input option you can select the external capture card and you will be produced

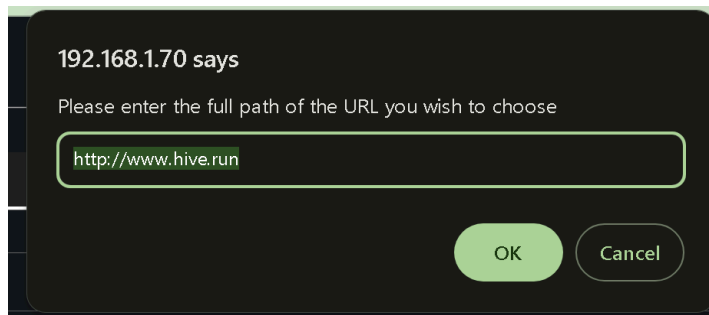
with a pop-up dialog where you can choose the input resolution and frame rate.



Hive uses the UVC standard meaning that any capture card that uses that standard should be supported. (Magewell, Blackmagic, AJA)

How to add web pages

You can add web pages by selecting the "choose URL" button at the bottom of the page. When selecting this you will be presented with a popup dialog box asking you to enter the webpage URL.



Add the desired URL and press okay.

(Please note The Hive player must have an active internet connection to use this feature. Alternatively, a web page can be hosted directly on the hive player, but this is an advanced feature, please speak to our support department for further information on local web page hosting on your Hive player.)

How to add applications

Users have the ability to trigger native Linux applications stored on the Hive player. This feature provides a significant degree of customisation and extends the capability of the device beyond standard media playback operations.

To use this feature, select the 'Choose Application' button on the Play page. Enter the path to the binary (application) you wish to execute on the device. Choose the desired application to initiate it directly from the user interface. The Hive renderer is closed, and complete control is given to the chosen application.

How to remove media from the device

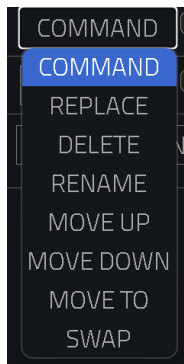
To remove a single asset from the media list, select the command button and select delete. If you are running a queen and worker setup it will then ask you if you would like to remove from the worker devices

Do not remove the black file on row 0

To delete more than one asset at a time you can check the checkbox next to the asset, press the command button on a selected clip and select delete.

Content ordering and swapping

Media files in the media list are given a unique id at the start; this unique id is also used for the ordering. To change a file by swapping it in the list for another piece of media, select the command button and select from one of the following.



Move up - selecting move up will move the content one place up in the list

Move down - selecting move down will move the piece of content down one in the list

Move to - selecting move to will bring up a dialog asking where you want to move the content to

Swap - selecting swap will bring up a dialog box asking what number you want to swap the file with

Replacing content on your Hive player

You are able to replace pieces of media in the list with media on the control computer.

This can be done by selecting the command button and selecting replace, a dialog box will appear, select the new piece of content, and press open.

Downloading media from your hive players to the control computer

You are also able to download content from the hive player to the control machine. To do this select the checkbox of the pieces of content you would like to download and then select the download button.

Folders



Folders enable the user to organise their media assets into folders on the hive player. This can be handy for when programming playlists.

How to add and remove folders

To add a new folder, you can press the little plus icon on the banner where it says "Media"



By clicking on the plus icon, you will be presented with a few options

- Add a folder.
- Remove the selected folder.
- Swap content in the folder.
- Re-order the folder order

SUPPORTED Codecs

Below is a list of the codecs supported by Hive, providing users with the flexibility and versatility needed to handle a diverse range of projects.

- H.265 (HEVC)
- H.264
- Avolites AIM Codec
- NOTCH_LC
- PNG
- JPEG

- BMP

Encoding media for your hive players

To encode media for your Hive Media Player, we recommend using Adobe Media Encoder due to its user-friendly interface and robust encoding capabilities. Below are the advised settings for encoding your media content.

The H.265 codec is recommended for its balance between maintaining quality and achieving manageable file sizes. We also support the Avolites AIM Codec and The NOTCH **LC codecs**

Encoding media for Player 1/2/3/4

Codec = H265 HEVC

Performance: Hardware

Profile: Main

Level: 6.2

Tier: Main

Bitrate Settings

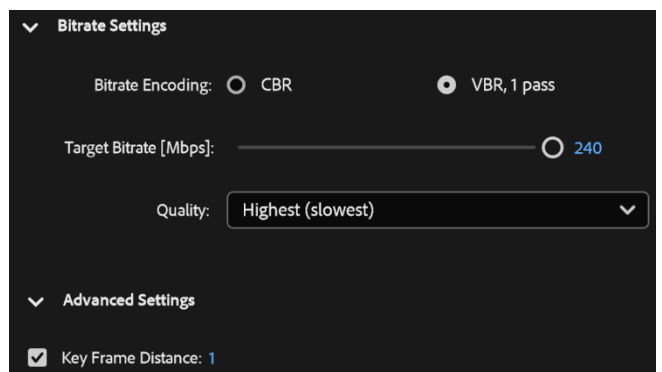
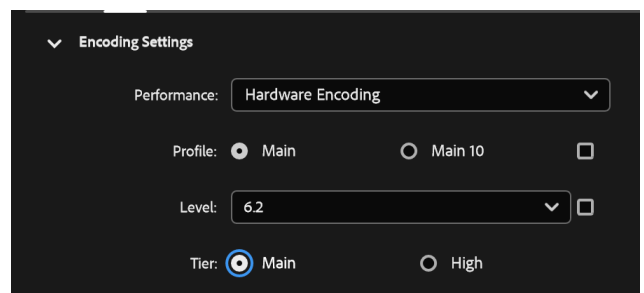
Bitrate Encoding: VBR 1 PASS

Target Bitrate: 100-240 (we recommend going somewhere in the middle)

Quality: Highest

Advanced Settings

Keyframe Distance: 1



Encoding media for Hive BeeBlade / BeeBox

Codec = H265

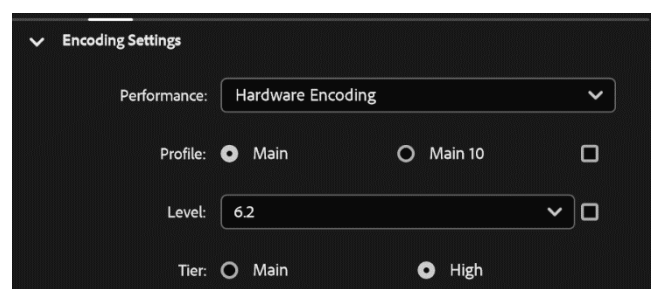
Performance: Hardware

Profile: main

Level: 6.2

Tier: High

Bitrate Settings



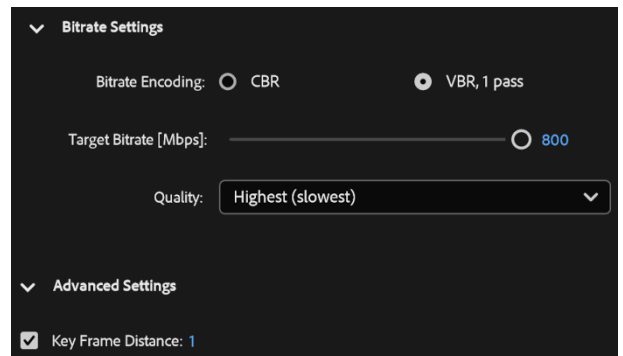
Bitrate Encoding: VBR 1 PASS

Target Bitrate: 200-800mbps (we recommend going somewhere in the middle)

Quality: Highest

Advanced Settings

Keyframe Distance: 1



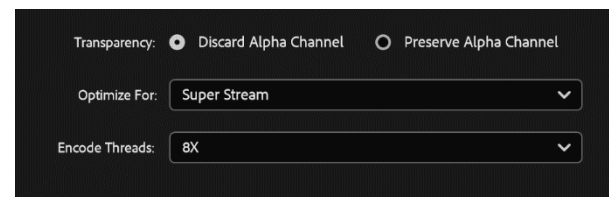
Encoding media for your Hive players using the Avolites aim codec

Codec = AIM (Avolites AI)

Transparency - Choose to your preference.

Optimise for - Super stream

Encode threads - x8



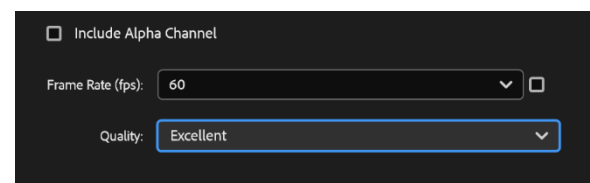
Or you can download our preset for Adobe media encoder [HERE](#)

Encoding media for your Hive players using the NOTCH LC codec

Codec = NOTCHLC (Notch)

Include alpha - Choose to your preference.

Quality - Optimal



You can learn more about Media Section by watching the Media tutorial [HERE](#)

6 / Play Page

192.168.1.70 PLAY MEDIA

PLAYLIST TIMECODE LIVE CONTROL TIMELINE SCHEDULE

USE PLAYLIST TRANSITIONS 0 SECONDS MARKERS COMMAND IMPORT EXPORT

00:00:00:00 00:00:00:00 00:00:00:00 00:00:00:00

NAME	FOLLOW ON ACTION	NUMBER	MANAGE
▶ 0000_BLACK.jpg	NEXT AFTER NUM SECS	4	COMMAND
▶ 0001_HIVE_1920x1080_60FPS_NO_AUDIO.mp4	PLAY NEXT IN LIST	1	COMMAND
▶ 0002_HIVE_1920x1080_60FPS_AUDIO.mp4	PLAY NEXT IN LIST	1	COMMAND

PLAY NEXT ADD ENTIRE MEDIA FOLDER CLEAR LIST ADD

DEVICE MAP MEDIA PLAY ADJUST

The Play page is a core feature on the Hive platform. It serves as your centralised command centre for managing all aspects of media playback. The Play page offers a user-friendly interface designed to enhance your control and enjoyment of media content.

The play page is split into **5** sections.

Playlist



The playlist tab allows users to create playlists of media files that can be played back in a sequential or random order. Playlists are ideal for organising media content into a list form for output.

Timecode



The timecode tab allows users to create and edit timecode lists that can be used to trigger media playback at specific times. Timecode lists are ideal for synchronising media playback with external events or devices, such as lighting, sound, or control systems.

Live control



The Live Control feature on Hive Players offers users extensive capabilities to create, customise, and manage control interfaces for seamless interaction with media playback.

Timeline



The Timeline feature on Hive allows users to view and edit the playback sequence of media files in a graphical interface. Users can add media files from the Library onto the Timeline, adjust the start and end times, adding minor changes using keyframes and preview the results. The Timeline provides a convenient way to create and modify complex media presentations with minimal effort.

Schedule



The Schedule feature on Hive allows users to plan and automate the playback of media files at specific times and dates. Users can create schedules for various locations, devices, and events, and assign media files from the library or the playlists, timecode lists or timelines to each schedule. The Schedule feature ensures that the right content is delivered to the right audience at the right time.

Playlists

NAME	FOLLOW ON ACTION	NUMBER	MANAGE
0000_BLACK.jpg	NEXT AFTER NUM SECS	4	COMMAND
0001_HIVE_1920x1080_60FPS_NO_AUDIO.mp4	PLAY NEXT IN LIST	1	COMMAND
0002_HIVE_1920x1080_60FPS_AUDIO.mp4	PLAY NEXT IN LIST	1	COMMAND

At the bottom of the interface, there is a control bar with buttons for 'DEVICE', 'MAP', 'MEDIA', 'PLAY', and 'ADJUST'.

When you navigate to the Playlist tab, you will see a complete display of all media files currently in your playlist. This visual layout makes it simple to identify and manage the content in your queue, ensuring you are fully informed about what media is set for playback.

Activating the playlist

Controlling playback requires several steps. First, you need to activate the playlist by checking the "Use Playlist" option located in the top left corner. This step enables the playlist to manage media playback on your device. Once the playlist is activated, you can use the "Play Next" button, situated next to the "Add Entire Media Folder" button, to move to the next item in your playlist.

Playlist progress bar

The playlist progress bar provides a graphical representation of the media files in the playlist, complete with time indications for both the currently playing media and the total playlist duration.

Adding content to the playlist

To add content to the playlist, select the add button at the bottom of the playlist page. A Dialog box will appear with a list of all the media on the device.

You can also upload the whole folder to the playlist by clicking the "add folder to list" button.

Follow on actions

Within the playlist, you can specify how media playback should proceed at each marker or at the end of each media file through the Action drop-down list. This list provides a variety of actions which can be applied to customise playback behaviour.

- **Selecting Playback Actions:** Choose an action from the Action drop-down list to determine what happens when the playlist reaches a marker or the end of a media file. Options include 'Play Next in List', which moves to the next media file in the playlist, 'Go to Marker Number', which jumps to a specific marker, and 'Go to Last Marker', among others.
- **Configuring Playback Navigation:** By setting specific actions, you can create a dynamic playlist that navigates through different media files based on the selected actions, enhancing the viewer's experience with tailored playback sequences.

Here are all of the available follow-on actions.

- Play next in list
- Play previous in list
- Play random in list
- Play first in list
- Play last in list
- Play in list at row number
- Stop
- Pause
- Next after number of seconds
- Previous after number of seconds
- Random after number of seconds
- First after number of seconds
- Last after number of seconds
- Pause after number of seconds
- Loop forever

Markers

Markers serve as specific locations within the playlist where user-defined actions can be executed at the designated times. To manage markers within the playlist, use the Marker drop-down menu, which provides several options.

- **Adding Markers:** To insert a new marker at the desired point in your playlist, select the 'Add Marker' option. This will create a new reference point at the selected time within the playlist.

- **Removing Markers:** If you need to delete a marker, choose the 'Remove Marker' function. This will eliminate the selected marker from the playlist.
- **Renaming Markers:** To change the name of an existing marker for clarity or organisation, use the 'Rename Marker' feature. This helps in identifying markers when managing complex playlists.
- **Renumbering Markers:** Should the sequence of markers require adjustment, select the 'Renumber Markers' option to reorganise the numerical order of the markers in your playlist.
- **Deselecting Markers:** To deselect a currently selected marker, use the 'Deselect Marker' option. This allows you to unhighlight a marker without deleting it.
- **Removing All Markers:** In the event you need to start afresh or clear all set markers, use the 'Remove All Markers' function. This will clear all markers from the playlist at once.

Here is a list of all the available follow-on actions that a marker can use

- Go to marker number
- Go to next marker
- Go to previous marker
- Go to first marker
- Go to last marker
- Go to random marker

Exporting and importing playlists

You can also import and export playlists. This can be done by using the import and export buttons on the top right of the playlist page. This can be really useful if you need to import your playlist onto more than one device in your setup.

Playlist transitions

To activate transitions between media files on the Hive players, select the desired transition length from the dropdown box in the transition settings. Once activated, the timeline bar will split into two, with transitions appearing on the second bar. It is important to note that all transitions occur on layer 2 of the player interface.

Send enabled/disabled

To enable seamless collaboration across different users in a Queen Worker configuration, the BeeBlade's playlist sharing feature can be managed through the Send Enabled drop-down menu. This function determines whether the playlist is visible and accessible to other connected Hive Players in the network.

Manage functions

The manage function provides you with a with a few options on the placement of the content in the playlist, these options are

- Move up
- move down
- move to
- replace
- Remove

Timecode

192.168.1.70 PLAY MEDIA

PLAYLIST TIMECODE LIVE CONTROL TIMELINE SCHEDULE

USE LAYER 1 USE LAYER 2 VIEW LAYER 1 IMPORT EXPORT

NAME	HOUR	MIN'	SEC'	FRAME	LOCK	END	MANAGE
0000_BLACK.jpg	00	00	00	00	FREE	LOOP	COMMAND
0001_HIVE_1920x1080_60FPS_NO_AUDIO.mp4	01	00	00	00	FREE	LOOP	COMMAND
0002_HIVE_1920x1080_60FPS_AUDIO.mp4	02	00	00	00	FREE	LOOP	COMMAND

TIMECODE CLOCK USB MTC TIMECODE OFFSETS CUE LIST IGNORE AUDIO NO GLOBAL ADJUSTMENT 0 FRAMES ADD CLEAR

DEVICE MAP MEDIA PLAY ADJUST

Activating the timecode list

To activate the timecode playlist, select the checkbox on the top left next to "use layer 1" to use the second layer select the use layer 2 checkbox. Both layers can be used simultaneously.

Layer 1 and layer 2 use

In the timecode playlist there are two layers. Layer 1 is always above layer 2. This means that if you are using alpha content the content will show through. To add content to the second layer, select the box that says layer 1 and change it to layer 2.

Adding content to the timecode list

To add content to the timecode playlist, select the add button on the bottom right of the page. This will load a box with all of the available folders on the device

Setting timecode triggers on content

Once there is content on in the timecode playlist a trigger time will need to be added for the content to load. To add a trigger time set "hh: mm: ss: ff" when a timestamp has been set you should also choose what happens if the content finishes before the next timecode trigger and if it is locked to time code or free run.

Timecode clock source

Hive players can use a variety of input sources to trigger assets in the timecode cue list. To select a source, click the dropdown box that is next to the timecode clock text. We support

- **USB/MTC:** Choose this option if you are using an external USB timecode device like the MIF4 or a model from Adrim.
- **ArtNet Timecode:** This widely used option is compatible with devices such as the Timecore by Show Control. It converts XLR Timecode to ArtNet Timecode, allowing for easy distribution across your network.
- **Internal:** This option uses the system clock of the Hive Player to trigger media at predetermined times.
- **LTC on XLR:** Available only for the now-discontinued Player 3 Pro and Player 4 Pro models.

After selecting your source, you can manage how the timecode interacts with your media through the Timecode Offsets dropdown. Choose whether the timecode should be applied directly from this interface or be defined by the layer parameters on your device. When using lighting desks or other control systems, setting the timecode trigger times from the layer parameters may be more efficient.

Timecode offsets

You can also set offsets for your triggers by selecting the dropdown box next to timecode offsets, you can choose from either:

Cue list – The offset will be chosen from the external timecode page.

Layer parameter – The offset will be chosen from the layer parameter page.

Ignore audio function

how audio should be treated in relation to timecode:

- Selecting "Yes" to ignore audio means the video will play based on the timecode clock, disregarding the audio clock.
- Selecting "No" causes the video to trigger at the specified time, but the audio clock will take precedence, potentially causing audio drift but avoiding playback issues like crackles or pops.

Global adjustments

The global adjustments feature lets the user adjust the content that is triggered by a selected number of frames. This is handy if you want to trigger content a few frames before or after the source timecode

Timecode range filter

The timecode range filter provides the ability to filter out timecode sections that are not needed for the device you are accessing. By selecting yes, a line of all available times are produced at the bottom of the page. Selecting a time will disable it and the player will not read the timecode from that section until it is told to.

Source addressing

If there are multiple ArtNet timecode clocks on the network, you are able to specify the IP address of the timecode the device needs to be on.

smoothing timecode range filter

clip smoothing allows you to adjust the playback speed of timecode sections to create smooth transitions between frames.

Exporting and importing playlists

Timecode playlists can also be imported and exported from the device. To import or export a timecode playlist select the import and export buttons on the top right of the page.

Send enabled/disabled

Just like on the playlist mode you are also able to enable seamless collaboration across different users in a Queen Worker configuration, the Hives playlist sharing feature can be managed through the Send Enabled drop-down menu. This function determines whether the playlist is visible and accessible to other connected Hive Players in the network.

Manage function

The manage dropdown box provides you a list of command options for the ordering of assets in the list.

- Replace - the replace button will provide you with a selection tool to replace the asset with.
- Remove - the remove button will remove the content from the list.
- Move up and down - the move up and down buttons will move the piece of content a row up or down, the timestamp is set to the row number and will not carry along with the move command.

Live control



The live control tab lets the user configure and customise a page for controlling hive players on the fly.

Managing layouts

The live control page is split into layouts and pages, this lets the user create pages of different layouts and saves them to a single layout list. We have a selection of premade templates including:

- 4 x faders
- 4x2 button select strip
- Alias 8 fader template
- APC 40mk2 midi controller template

These templates can all be copied and edited to aid the user in creating a live control page to their desire.

You are also able to,

- Save a layout

Saving a layout allows the user to save and keep a customised layout to use at a later time.

To save the current layout configuration:

1. Navigate to the 'Manage Layouts' dropdown menu.
2. Click the 'Save Layout' option.
3. A prompt will appear to enter a name for the layout.
4. Type a unique name for easy identification and click 'Save'.

- Remove a layout

Removing a layout will completely remove the layout from the device

To remove an existing layout

1. Access the 'Manage Layouts' dropdown.
2. Select the layout you wish to delete from the list.
3. Click the 'Remove Layout' option.

- Import and export layouts

Importing and exporting layouts lets the user add and save layouts from the connected control device.

To import a layout

1. Click on the 'Manage Layouts' dropdown.
2. Choose the 'Import Layout' function.
3. You will be prompted to select a layout file from your device.
4. Locate and select the desired layout file, ensuring it is in the correct format (typically JSON).

Selecting and Naming Layouts

To select and name layouts:

1. Open the 'Select Layout' dropdown to view all available layouts.
2. Click on the layout you wish to use; it will load onto the Live Control Page.
3. To rename the selected layout, click the 'Set Name' button.
4. Enter the new name in the prompt and confirm by clicking 'Set'.

Live control pages

Once a layout is selected you are able to configure the layout pages to your own designs, Hive players can have up to 16 different layout pages all with different layouts

Creating your own layout pages

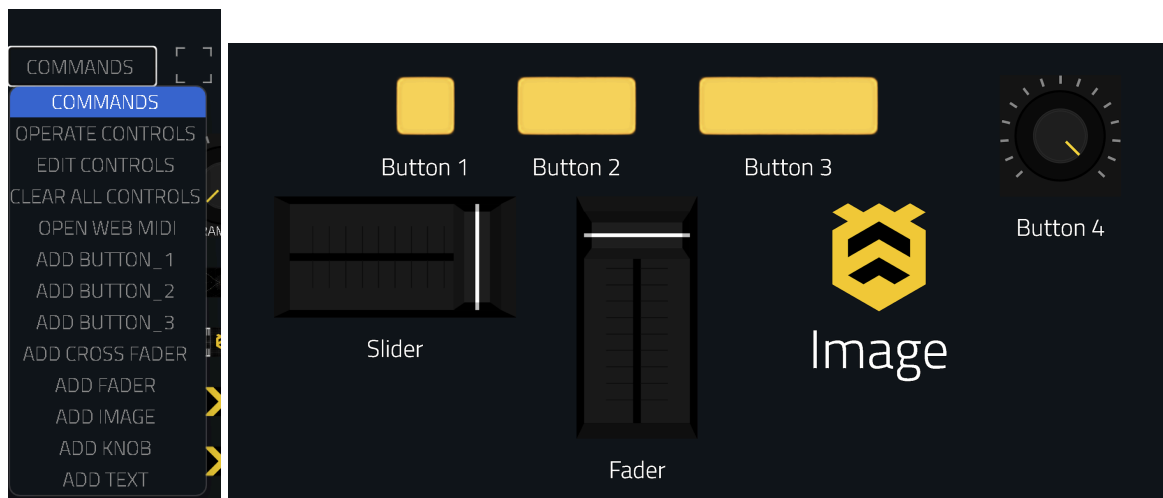
To create layouts, select a preset layout and change the page to a blank layout page This will give you a clean grid to work on

Edit Controls Function

The edit control's function changes the layout to an edit mode with a grid, once you are in the edit mode you can add buttons, faders, images, knobs, and text to the layout.

Adding buttons faders, images, rotary dials, and text to the layout

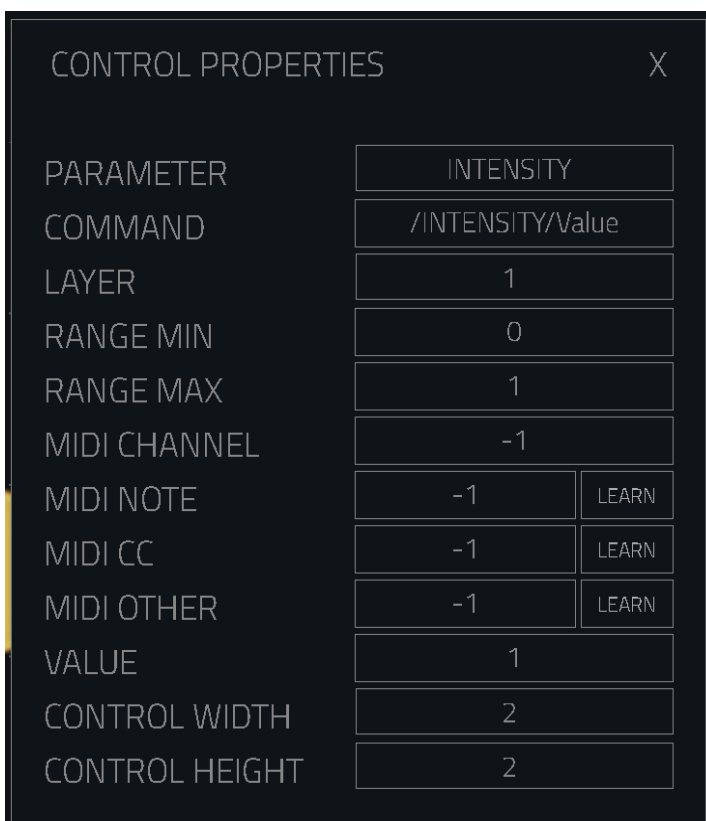
To add a button, fader, or an image to the layout, click the commands button and select from one of the buttons



Once a button has been selected it will show in the layout page. Drag to your desired location and then select the control properties to set your attributes for the button/fader.

Control Properties

Once a button has been added you can then select the control properties button along the top to set its attributes,



- Parameter - what the button will control.
- Command - this is pre-selected from the parameter
 - Layer - the layer the button will control the parameter on
 - Range min - this is the minimum value of the parameter
 - Range max - this is the maximum value of the parameter
 - Midi channel - the assigned midi channel for the parameter

- Midi note – the selected note on the midi device being used
- Midi cc - the selected cc notes on the midi controller
- Value – the current value of the selected parameter.
- Control width – width of the item being edited on the live control page
- Control height – height of the item being edited on the live control page

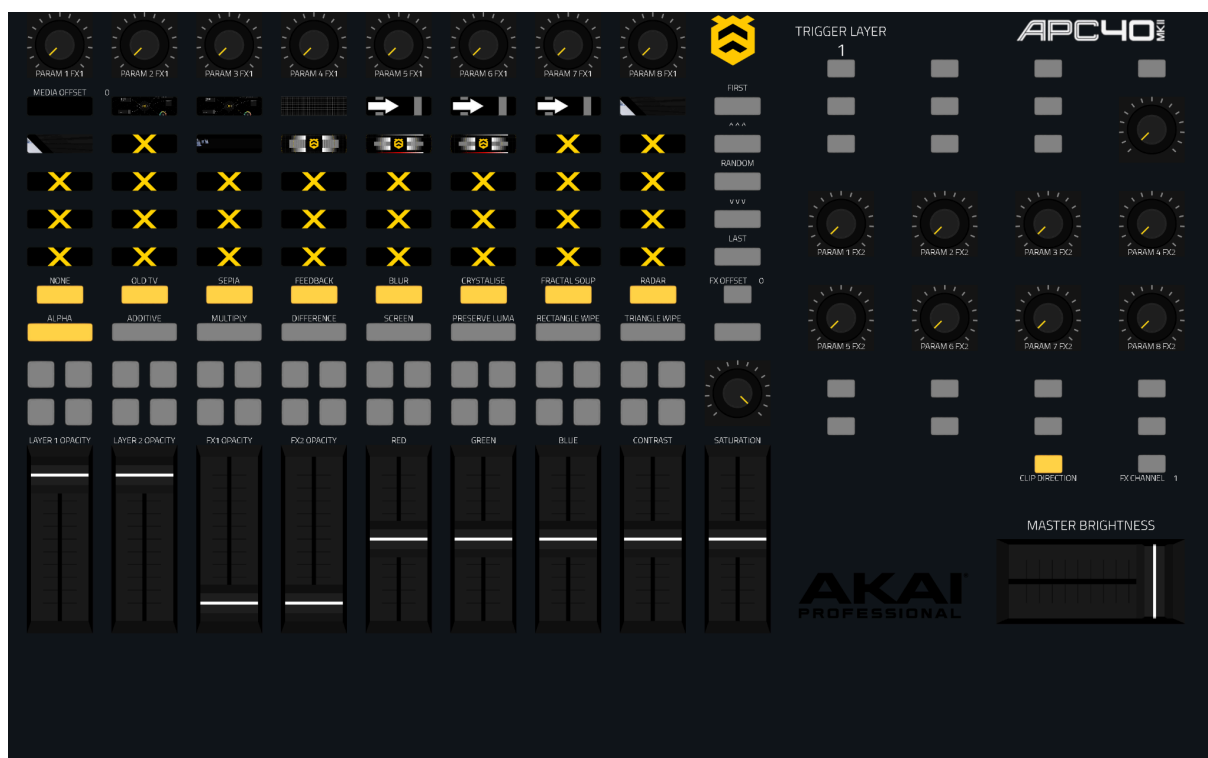
Web-midi

Web-midi allows the user to access the live control pages via a midi device connected to the control machine.

To start a web midi session, click on the commands button and select the web midi button, this will take you to a web midi page on the hive website. Once the web midi session sees your midi device it will forward the midi info to the hive player.

Operating the controls

To operate the page, you have just created the live control page and needs to be in operating mode. By selecting the commands button and selecting the operate controls button will the layout live, and the grid will disappear, you can also put the live control page into full screen mode to make use of your display space.

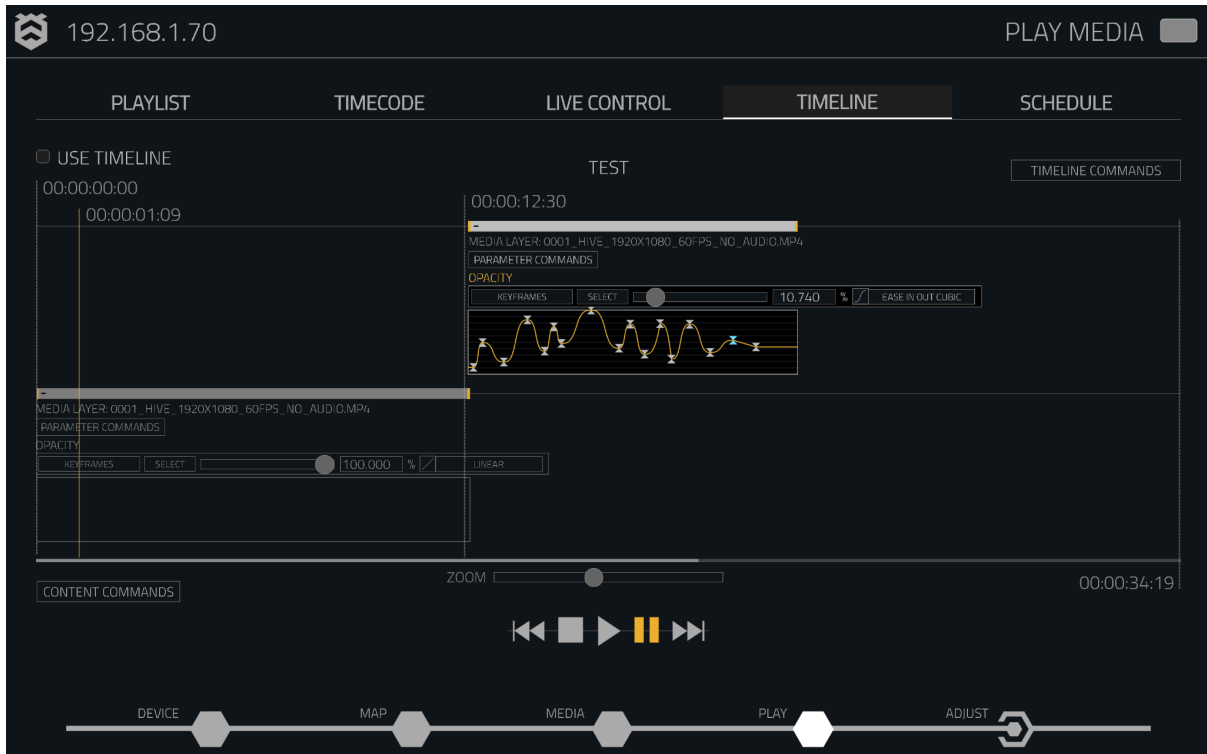


Accessing a locked live control page via a weblink

For an immersive control experience, the Full Screen button adjacent to the Control Properties is available. Activating this feature enlarges your custom interface to encompass the entire screen, eliminating distractions and focusing user interaction.

More than just on the Hive Player's screen, your custom-designed Live Control Page can be accessed via a direct URL. This functionality allows for remote operation from devices like an iPad, streamlining workflow and providing flexibility in control locations. The URL specific to your Live Control Page can be bookmarked or shared for quick access, ensuring that your custom interface is always just a click away.

Timeline



Creating and managing timelines on the Hive software allows for intricate playback synchronizations and media compositing. Using these tools, you can create a nuanced and professional presentation of your media on the timeline, with full control over how and when visual changes occur during playback.

Activating the timeline

Selecting the checkbox next to "use Timeline will activate the current timeline on your hive player.

Adding content to the timeline

To add content to your timeline, select the content commands button and select the type of content you would like to import into the timeline. You can choose from the following

- Add media content
- Add template
- Add input
- Add colour

Parameter commands

The parameter command's function lets you add some customisation to your content on the timeline. This is useful for on-the-fly tweaks and adjustments. To add a parameter command

Add a piece of content to the timeline and expand the content using the little plus icon. Select the parameter commands button and select a parameter command.

- Add opacity - adding an opacity parameter will present a keyframe graph to control the opacity of the clip on the timeline
- Add blend mode - adding a blend mode parameter will present a keyframe table to control the blend modes throughout the duration of the piece of content.
- Add size mode - adding a size mode parameter will present a keyframe table to control the sizing of content throughout the duration of the clip.

To remove a parameter command, select the parameter text so it is highlighted in orange. Select the parameter commands button and select the remove command button. This will remove the selected parameter command from the content.

Adding keyframes

You can add keyframes to a content command parameter by selecting the command so the keyframe graph is highlighted in orange and then selecting where you want to keyframe. To move the keyframe forward and back throughout the timeline hold the shift button and use the left and right buttons on the keyboard. If you are using the opacity parameter, you also have the option to use the scrollbar to adjust the opacity intensity.

Easing types

Easing Type selections provide control over the animation curve, giving you the ability to smooth transitions or create more abrupt effects.

- Line
- Ease in sine
- Ease out sine
- Ease in cubic
- Ease out cubic
- Ease in out cubic
- Ease in quint
- Ease out quint
- Ease in circle
- Ease out circle
- Ease in out circle
- Ease in elastic
- Ease out elastic
- Ease in out elastic
- Ease in quad
- Ease out quad
- Ease in out quad
- Ease in quart

- Ease out quart
- Ease in out quart
- Ease in expo
- Ease out expo
- Ease in out expo
- Ease in back
- Ease out back
- Ease in out back
- Ease in bounce
- Ease out bounce

Timeline commands

The timeline commands dropdown produces the user with a list of options including importing and exporting the timeline, setting frame rates, and synchronising to workers.

Timeline properties

In the timeline properties section, you have all the settings about your timeline. Each property is configurable to the user's needs.

- Title - the name of the timeline
- Duration - how long the timeline currently is.
- Framerate - the framerate the timeline is currently set to.
- Resolution - content resolution of the timeline.
- Queen worker sync - this is to synchronise the timeline with workers that are currently connected with the queen.

Clearing the timeline

You can also completely clear the timeline from the timeline commands button. This will help aid you if you would like to start a new timeline from scratch.

Importing and exporting timelines

You are also able to import and export timelines. This is useful if you want to make a copy of a timeline for archiving purposes and using at a later date. To import a timeline, select the timeline commands button and select import timeline. A dialog box will be presented, select your timeline, and press open.

Adding timelines to the media list

By adding your timeline to the media list, it turns the timeline into an independent piece of content. You play the exported timeline in the media list or add it to a playlist/timecode list

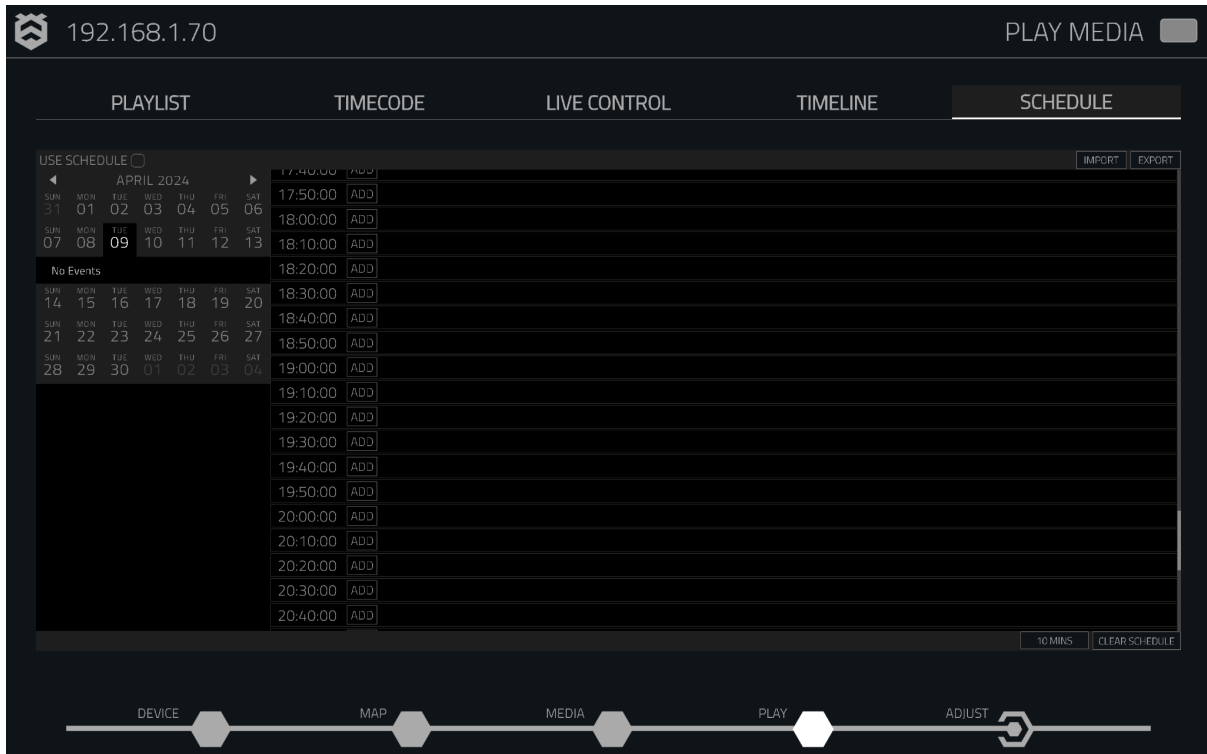
To add a timeline into a media file, select the timeline commands button and select "add to media list"

If you amend the timeline, be sure to update your media file! You can do this by selecting the "update in media" list button located in the time properties dropdown.

Synchronising timelines with workers

When using a queen and worker format you can synchronise the timelines together so the timelines on the queen and worker match up. To do this select the timeline commands button and select the sync to workers, you will be asked if you are sure as it replaces the timeline that is currently on the workers.

Schedule



The schedule tab is great for Creating schedules for playlists, external control lists, timelines, controls, and media files. Scheduling enables you to arrange content based on specific times or days. Whether you need to broadcast a set of content at a particular time or send a command throughout the week, the scheduling function empowers you to tailor your playlists to your desired timing and content preferences.

Turning on the scheduler

To turn on the scheduler navigate to the play page and select the schedule tab.

When in the schedule tab there is a tick box labelled "use schedule" above the date selection tool. Select this checkbox. The schedule function is now active.

Adding playlists to your scheduler

To add a playlist to the scheduler, Select the day you would like the playlist to start,

Navigate to the time you would like the playlist to start and click "add"

(The default time increments are set to hour periods, but you are able to fine tune up to 1-minute increments using the hour and minute buttons at the bottom of the page)

- Select "load Playlist"

A Dialog box will be presented asking you to name the playlist, name the playlist and press okay.

(if you are planning to use more than one playlist you should name the playlists accordingly)

The playlist should now be added.

Once the playlist is added you will then be given some repeat options in the calendar.

To stop the playlist, navigate to the day and time you would like the playlist to stop.

Click the add button and select media.

Select the Black media clip and set the repeat options as required.

Adding timelines to the scheduler

To add a timeline to the scheduler, Select the day you would like the timeline to start,

Navigate to the time you would like the timeline to start and click "add"

(The default time increments are set to hour periods, but you are able to fine tune up to 1-minute increments using the hour and minute buttons at the bottom of the page)

Select "load timeline"

A Dialog box will be presented asking you to name the timeline, name the timeline and press okay.

(if you are planning to use more than one playlist you should name the playlists accordingly)

The timeline should now be added

Once the timeline is added you will then be given some repeat options in the calendar.

To stop the timeline, navigate to the day and time you would like the timeline to stop.

Click the add button and select media.

Select the black media clip and set the repeat options as required.

Adding commands to the scheduler

To add a command to the schedule select the date and time you would like the command to trigger.

Select the add command button and a dialog box will be produced, type the command and select continue

A second dialog box will appear asking you to input a value from 0-1 enter a value of your choice and press continue.

Adding single media clips to the scheduler

You can also add single media clips to the schedule. To add a media clip select the day and time you would like and select the media file select tool from the list of available options of content to add.

Schedule FAQs

My schedule never started at the time I set - if the Hive player is on static mode the hive players time is to the last DHCP network it was connected to. To set the time on the hive player you can navigate to the adjust page and select the device commands button. Select "set device clock" and the device will set to the same time as the control computer.

7 / Adjust page



The Adjustment Page is designed to provide users with a comprehensive control environment, allowing for fine-tuning of the Hive player's behaviour, output, and performance. This page is organised into five distinct tabs: Settings, Parameters, Effects, Sensors, and Cloud, each offering a suite of features for device configuration and media playback management.

Settings:



The settings tab serves as the central hub for configuring the device's core settings, encompassing device identification, IP configuration, model selection, synchronisation settings and more.

You can find more information about settings tab [HERE](#)

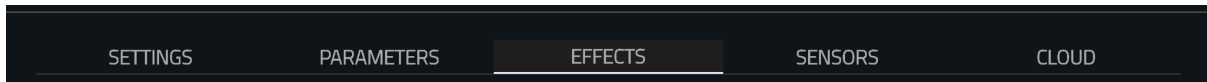
Parameters:



The Parameters tab provides a detailed overview of all settings available on the Hive player. Within this tab, users can configure numerous properties for each of the two layers, enabling precise adjustments to enhance their media playback experience.

You can find more information about parameters tab [HERE](#)

Effects:



Within the effects section users can apply and fine-tune visual effects to the media layers, enhancing the overall presentation and impact of their content.

You can find more information about effects tab [HERE](#)

Sensors:



The sensors tab enables users to integrate and configure compatible sensors, enabling dynamic adjustments to media playback based on real-world inputs

You can find more information about sensors tab [HERE](#)

Cloud:



Within the cloud tab, users can access settings to connect and synchronise Hive players with cloud services. This facilitates remote management and playback control, enhancing accessibility and convenience.

You can find more information about cloud tab [HERE](#)

Settings



Identify device

The Identify device button allows the user to show a banner on the selected device to identify the output. This is useful if you have a lot of devices in a setup and you need to know what device you want to adjust.

Device name

The device name allows you to rename the device to your setup needs. The device name will also show on your control browser tab to identify easily

IP method

The IP method dropdown provides the user to change the IP method the device is currently using. By default, Hive players come in DHCP mode. Hive also supports static IP addressing

- By default, Hive players operate in DHCP mode, where they search for a DHCP server to obtain an IP address. This mode is recommended for straightforward network setups.
 - Upon booting, the device's IP address, assigned by the DHCP server, will be displayed on the identification banner via HDMI output.
 - The "Find Devices" page can be accessed by clicking the Hive logo, allowing you to locate other Hive players on the network.

- Note that in DHCP mode, the IP address and Netmask fields are not editable.
- Static Mode: For networks requiring a fixed IP address, select static mode.
 - A dialogue will prompt you to input the desired IP address and Netmask.
 - After entering these details, the device will restart and apply the new static IP address upon rebooting.

IP address

The IP address section allows the user to preview the IP address of the device if the hive player is in DHCP mode. When the hive player is in a static IP mode, clicking the IP address box will allow the user to change the IP address that is currently assigned to the hive player.

Netmask

The netmask section allows the user to preview the netmask of the device if the hive player is in DHCP mode. When the player is in a static mode clicking the netmask box will allow the user to change the netmask that is currently assigned to the hive player.

Hive model

The Hive Model Selection is a critical setting that determines the type of player your Hive "BeeBlade" device will function as. This setting is especially important for compatibility and functionality purposes. It is important to note that this option should only be adjusted if you are certain of the change's implications.

- Player Options: Your Hive player can be set to one of the following options, depending on the specific device you are operating:
 - Player 1 or BeeBlade: This is the standard setting for most Hive players.
 - Player 2, Player 3, or Player 4: These options are available if your setup includes these additional player types.
- Mosaic Option: The mosaic option is for a discontinued player type and should not be used for current models. It remains in the settings as a legacy option for older systems.

The Hive model option must be approached with caution. Incorrect settings could lead to incompatibility issues or unexpected behaviour of the device.

Bee type

The bee-type dropdown allows the user to select what mode they would like the hive player to be in

- Queen - As a queen, your Hive player operates independently, maintaining control over all settings. This includes layer parameters, media selection, and, optionally, playlist management, timecode queue list, timeline, and schedule.
- Worker - When set as a worker, the device will follow the commands of the designated queen. This includes synchronisation to the queen's settings and operations.

You can find out more about the queen and worker operations [HERE](#)

Queen's IP address

The queen's IP address box allows the user to manually set the queen's IP address if it is a worker device. The default is set to auto but if you have more than one hive setup on the network this will need to be used to distinguish what queen you want the worker to be associated with.

ArtNet universe

The ArtNet Universe setting is essential for organising and controlling the communication between queen and worker Hive players within your network. This setting specifies the unique identifier for the ArtNet packets that the devices will listen to, ensuring the correct execution of commands in a queen-worker setup.

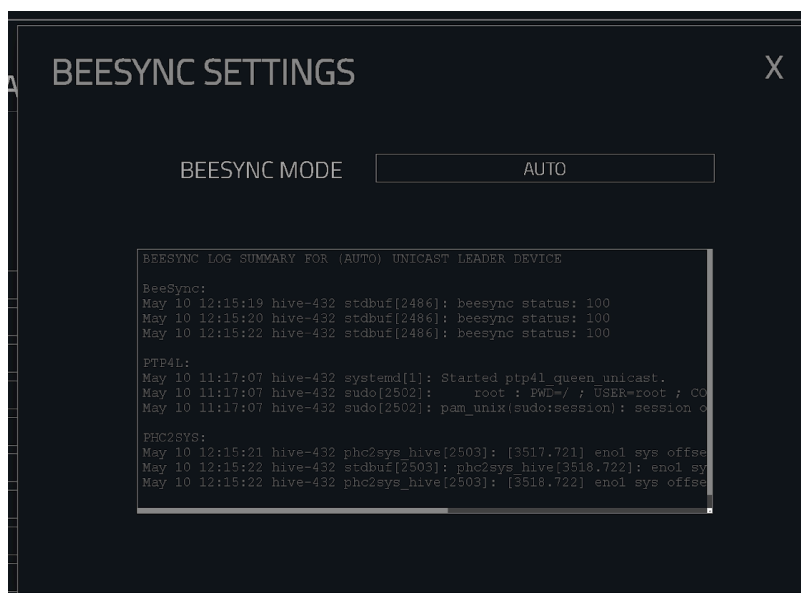
Lighting desk mode

The Lighting desk mode dropdown is used for enabling and disabling access from lighting desks.

Control Protocol

The control protocol dropdown lets the user decide how they would like to control the hive player. At this moment we only support ArtNet but more control protocols may come soon.

Bee-sync settings



The BEE-SYNC settings button gives information about the syncing of hive players on the network. Bee-sync provides frame accurate synchronisation of devices. There are three modes of bee-sync

- Leader

leader mode is used for the main queen devices on the network. This can be handy if you want to distinguish what device the user wants to lead the sync.

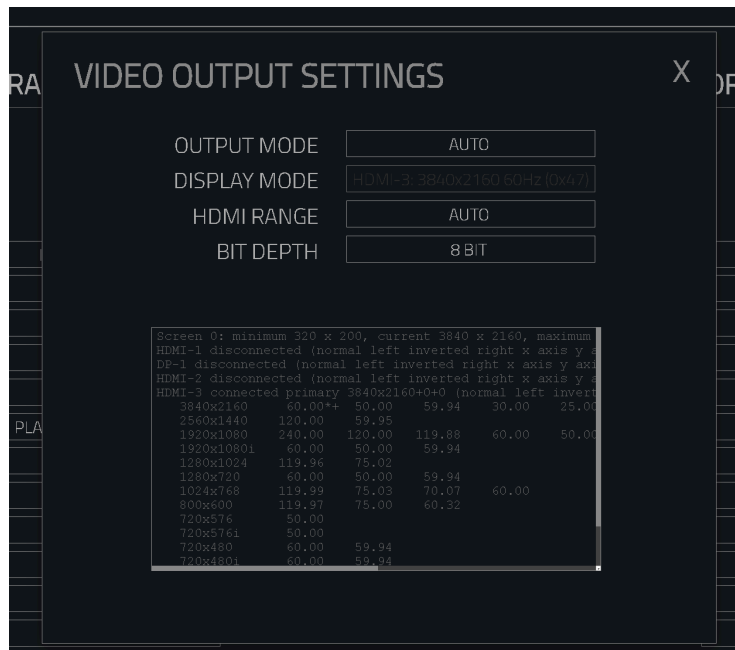
- Follower -

The follower mode is used on all other devices on the network. The follower will follow the lead device and syncs content to the leader.

- Auto -

Auto mode lets the queen worker device mode set the bee-sync settings. This is useful if you have just one setup.

Video output settings



The video output settings button shows the user all the settings for the output of the device. When clicking the video output settings button, the user will be presented with a window with a list of settings the user is able to change. There is also a preview box with a list of all of the available resolutions that the current connected display can support.

OUTPUT MODE

The output mode dropdown displays the list of available modes that the user can choose from.

- Auto

Auto mode uses the display manufacturers preferred display settings for the output device.

- Manual

Manual mode lets the user decide what display setting they would like the display to receive.

Display mode

When in manual mode you will be presented with a dropdown list of all the display modes that the output device supports. The user is able to select a display mode and the device will use that mode until it is unavailable.

HDMI range

The HDMI range lets the user decide what colour range the hive player should send to the output display.

- Auto

auto mode lets the display manufacturer decide what colour spectrum should be used.

- Limited

Limited mode sends a limited colour range to the display device

- Full

Full mode sends the full colour spectrum to the output display.

Bit depth

The bit depth drop down lets the user decide what colour bit depth they would like to send to the output display.

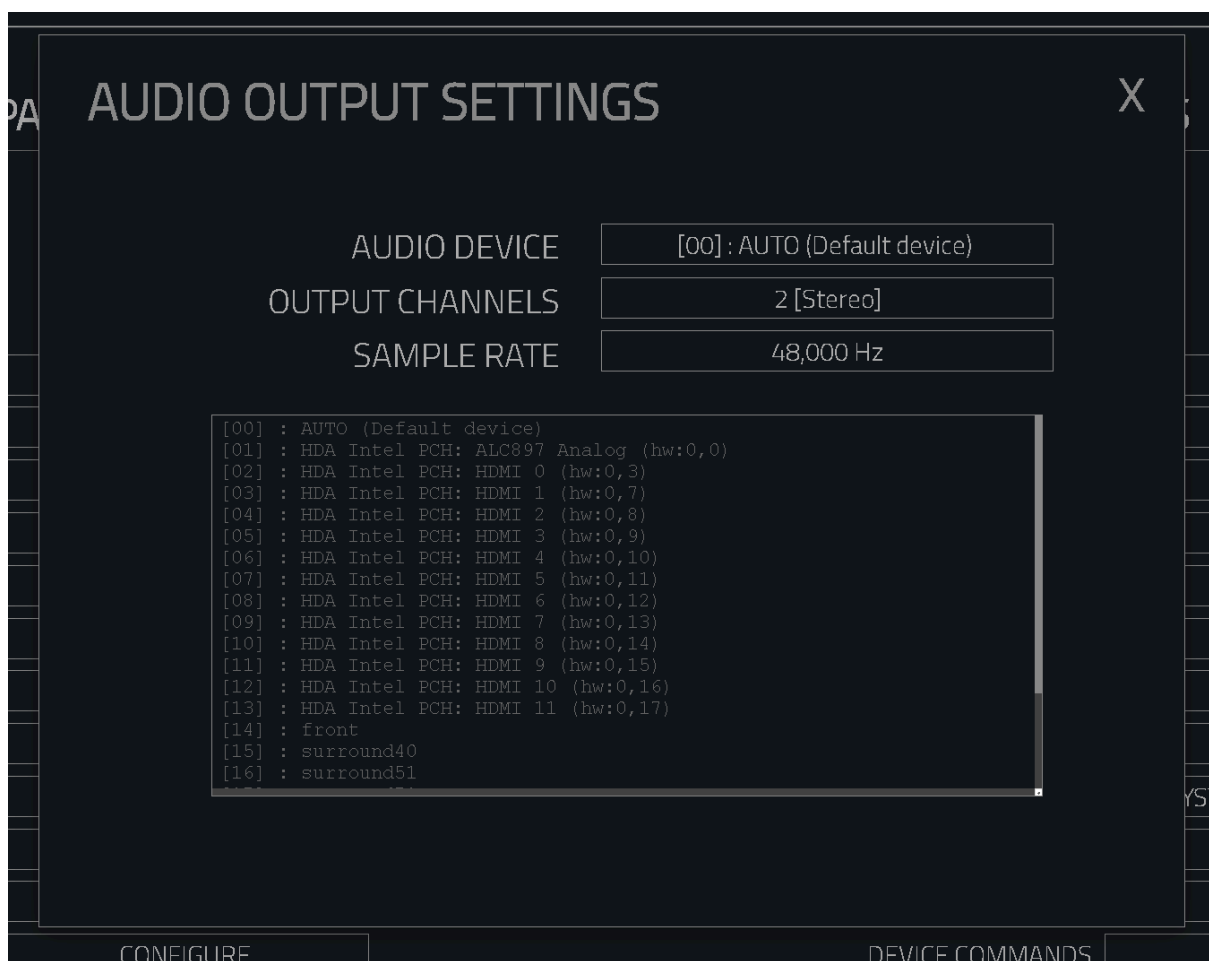
- 8bit

8 bit is the default setting on the hive players and will send 8bit colour information to the output display device

- 10bit

If you display device support 10bit colour information the hive player will be able to be set to 10-bit mode meaning the user can use a more in-depth colour system to match their content.

Audio output settings



The audio output settings button shows the user all the settings for the audio output of the device. When clicking the audio output settings button, the user will be presented with a window with a list of settings the user is able to change. There is also a preview box with a list of all of the available audio devices that are currently connected to the hive player.

Audio device

The audio device dropdown lets the user decide what audio output device they would like the audio to output from

Output channels

The output channels dropdown lets the user decide how many channels of audio they would like to use with their audio output device.

Sample rate

The sample rate dropdown lets the user decide what sample rate they would like the audio to be in.

NTP server

The NTP server button lets the user input a NTP server address. This is for users who have a separate dedicated NTP server they would like to use rather than the one set from the DHCP server.

Layer 1 direct mode

The layer 1 direct mode is used for performance enhancing of the device. This lets the hive player only use the first layer to play content from and disables all of the play page settings including playlist and timecode lists. Instead, media will play from the media page of the device

Clock correction

Clock correction checks that frame numbers are selected sequentially, when this is enabled, it looks for gaps in frame numbers or repeats and tries to smooth them out.

Shared midi

The shared midi function ensures that MIDI signals are both sent from and received by devices that are configured accordingly.

- Disabled

The device will not receive any midi communications.

- Send

The hive player will send midi commands to other hive players on the network.

- Receive

The hive player will receive midi commands from other hive players on the network.

OS background image

The OS background image feature lets the user set their own background image to the device. This background image will only be seen when the device is booting.

Start-up data

The start-up data feature allows the user to set a command on the hive player for when the hive player first boots from power. This is configurable in a number of different modes.

- Startup data + number of seconds
- Testcard +startup data +number of seconds

- off

The startup data produces the identify banner at the top of the hive output display showing all of the information about the device.

Service interval

The service interval allows the user to set an interval time for the hive player. This will restart the player at the desired time, and you can choose from daily or weekly.

Beehive settings

The beehive settings button lists all of the configurable attributes for the hive player when it is inserted into a beehive.

Device commands



The device commands drop down lists a set of commands to send to the device including restarting the player, restarting the software, and updating the player.

Restart software

The restart software command allows the user to stop the current session of the hive software and start a new session on the device.

Restart Device

The restart device button allows the user to hard restart the device.

Stop hive Service

The stop hive service button stops the hive service on the hive player.

Start hive service

The start hive service button will start the hive software if the software is stopped.

Restart nectar service

The restart nectar service button will reset the current session of the nectar service.

Open hive log

The open hive log button will open a live dialog of all events in the hive software suite that happen on the hive player.

Open device log

The open device log button will open a live dialog of all device events that happen on the hive player.

Identify device

The identify device button is the same as the identify device button on the main adjust page. This will show a banner on the top of the hive players output stating information about the hive player.

View release notes

The view release notes button will open a page on the control machine showing all the release notes about the current version of the hive software suite.

(internet is required for this)

Get latest version file

The get latest version file button will open a new tab on the control machine showing all available software updates for the hive players.

Update device from file

The update device from the file button will open a selection box to upload a new update file to the hive player.

You can find out more information about updating your hive devices [HERE](#)

Factory reset

The factory reset button will reset the hive player to its default settings letting the user decide if they want to keep specific settings like the network address and keeping media on the device.

Set device clock

The set device clock button will send the current time of the connected control machine to the hive player.

Set device password

The set device password button allows the user to set a password to access the device from the control machine.

(live page links are still accessible without the password)

Parameters



The Parameters tab is integral for customising the playback and display settings of media on the Hive player. Here, you can manipulate a wide range of layer parameters to tailor the media output to your specific needs. All these parameters can also be controlled by UDP commands, OSC commands and ArtNet commands.

Live control

The live control dropdown lets the user enable and disable all of the adjustable parameters on the tab.

Layer Select

The layer select dropdown allows you to switch between the layers that you would like to control.

File Select

The file select box allows the user to select an item from the media list in the media page. All assets in the media page have a unique identifier before the name of the media. This id number corresponds to the file select box.

Folder Select

The folder select box allows the user to select a folder from the page. All folders in the media page are numbered sequentially. The main media folder is folder 1.

Intensity

The intensity slider allows the user to adjust how bright they would like their chosen layer to be. By default, this is set to 100. You can also manually adjust the intensity by clicking the value next to the slider.

In frame

The In-frame box allows the user to select the starting frame they would like the currently playing asset to start from.

Outframe

The outframe box allows the user to set an end frame for where they would like the playing asset to stop.

Play modes

The play modes dropdown lets the user select the mode they would like their currently playing asset to play like. Currently hive offers 21 different play modes ranging from, loop forward and backwards to having the content play just once.

Framing

The framing dropdown lets the user choose how they would like the outputting content to be framed.

- Letterbox - will maintain the output image's aspect ratio while incorporating black borders.
- Crop - will select the centre of the image; any excess will be lost over the edge of the output.
'Tile' should tile your image to fill the available output area.
- Stretch - will uniformly fill the output region, dynamically adjusting width or height as required, but stretching or squeezing to fill the output.
- Multi letterbox - will make the output content centre adding a boarder on the outsides of the content
- Centred - will zoom in the content uniformly until the centre is in the middle of the output

Blend mode

Choose different blend modes such as Alpha, Additive, Multiply, and so on, to control how Layer 1 and Layer 2 mix.

LUT Select

You have 38 LUTS to pick from, or you can import your own LUTS by clicking the manage LUT button at the bottom of the list and then clicking the upload LUT button in the bottom right corner.

Play Speed

The play speed slider lets the user decide how fast they want to play the content You can also manually adjust the play speed by clicking the value next to the slider.

TC Cue Hour

The timecode cue hour box lets the user decide what hour they would like the timecode hour to start on. The default for this is 0

TC Cue Min

The timecode cue min box lets the user decide what min they would like the timecode hour to start on. The default for this is 0

TC Cue Sec

The timecode cue second box lets the user decide what hour they would like the timecode second to start on. The default for this is 0

TC Cue Frame

The timecode cue frame lets the user decide what hour they would like the timecode frame to start on. The default for this is 0

Scale

The scale slider lets the user adjust the scale of the selected layer; this can also be manually adjusted by selecting the value and entering a value.

Aspect ratio

The aspect ratio slider lets the user adjust the width and height ratio of the selected layer; this can also be manually adjusted by selecting the lock icon and entering a value.

Position X

The position x slider lets the user adjust the x position of the selected layer, this can also be manually adjusted by selecting the value and entering a value.

Position Y

The position y slider lets the user adjust the y position of the selected layer; this can also be manually adjusted by selecting the lock icon and entering a value. This slider controls the vertical placement of the layer on the canvas. Moving the slider to the right increases the position y value, while moving it to the left decreases it. The position y value can be negative or positive, depending on the orientation of the layer. A position y value of 0 corresponds to the centre of the canvas.

Rotation X

The rotation x slider lets the user adjust the rotation on the x axis of the selected layer, this can also be manually adjusted by selecting the value and entering a value.

Rotation Y

The rotation y slider lets the user adjust the rotation on the y axis of the selected layer, this can also be manually adjusted by selecting the value and entering a value.

Rotation Z

The rotation z slider lets the user adjust the rotation on the z axis of the selected layer, this can also be manually adjusted by selecting the value and entering a value.

Red

The red slider lets the user add more red hue to the composition, this can also be adjusted manually by clicking on the value and entering a value.

Green

The green slider lets the user add more green hue to the layer, this can also be adjusted manually by clicking on the value and entering a value.

Blue

The blue slider lets the user add more blue hue to the layer, this can also be adjusted manually by clicking on the value and entering a value.

Hue

The hue slider lets the user adjust the amount of hue they would like in the selected layer; this can also be adjusted manually by clicking on the value and entering a value.

Saturation

The saturation slider lets the user adjust the amount of saturation they would like in the selected layer; this can also be adjusted manually by clicking on the value and entering a value.

Contrast

The contrast slider lets the user adjust the amount of contrast they would like in the selected layer; this can also be adjusted manually by clicking on the value and entering a value.

Strobe

The strobe slide lets the user adjust the strobe amount to the selected layer; this can also be adjusted manually by clicking on the value and entering a value.

Volume

The volume slider lets the user turn up and down the volume of the output of the selected layer, The default is set to 100.

Frame Blend

Frame blending allows the player to blend framerates of mismatched content allowing a smoother run through the piece of content. By default, this option is enabled.

Defaults

The defaults button allows the user to reset any changes they have made by selecting this button. If the effects that have changed have not been saved, they will be lost forever.

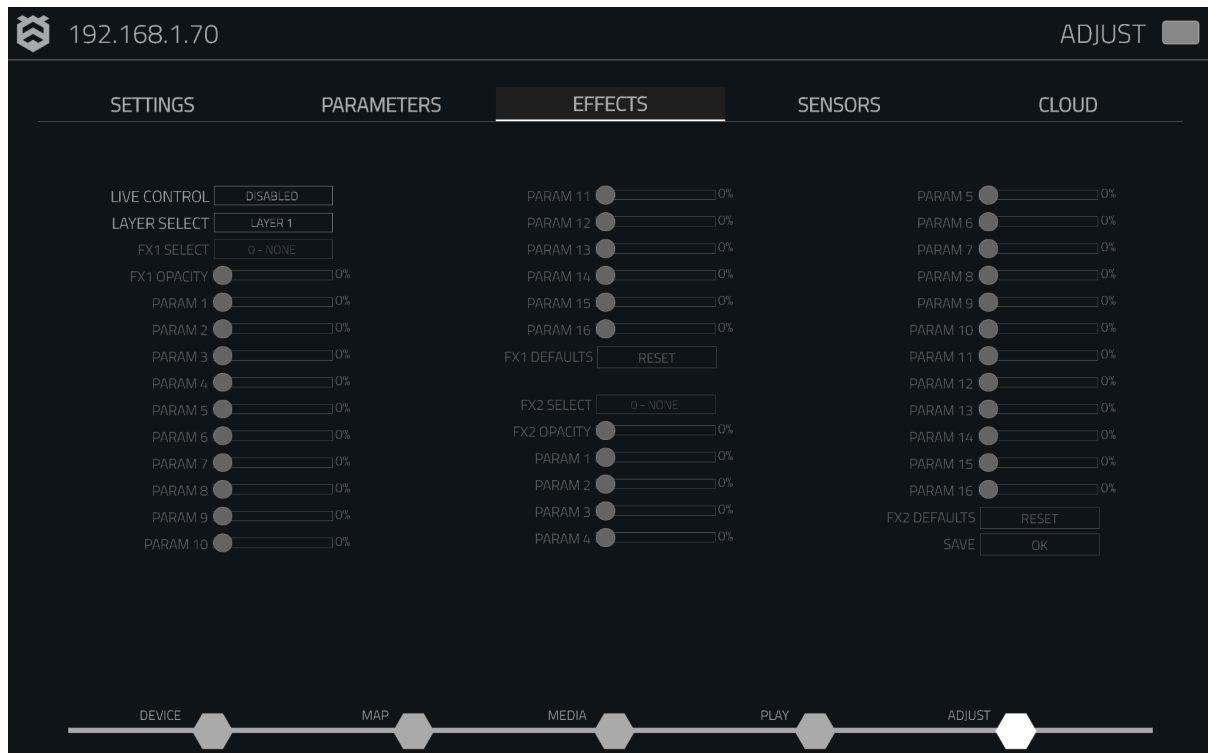
Save

The save button allows the user to save any changes they have made to any of the parameters and will be available on restarts of the device if enabled.

Resetting values on parameters

To reset a value on a single parameter the user can double click anywhere on the slider, and it will reset to its default value.

Effects



The Effects Tab is dedicated to the customisation and application of visual effects on media layers. Upon activation of the live control feature, users gain the ability to apply and adjust various effects to enhance the visual output of their media content.

Live control

The live control dropdown lets the user enable and disable all the adjustable parameters on the page.

Layer Select

The layer select dropdown lets the user select what layer they would like to apply effects to.

FX1&2 Select

The FX select dropdowns have 15 set presets for the user to choose from, each effect can be customised to the user's preference.

FX1&2 opacity

Each of the two effects intensities can be adjusted to the user's preference by using the slider; the user can also select the value next to the slider and type in a value manually.

Params 1-16

When an effect is selected the parameters will change according to the effect that has been chosen. The user also has the ability to adjust each parameter to their own preference by using the slider or by clicking the value next to the slider and manually entering a value.

FX1&2 Defaults

The fx1 and fx2 defaults button allows the user to reset any changes they have made by selecting this button. If the effects that have changed have not been saved, they will be lost forever.

Save

The save button allows the user to save any changes they have made to any of the effects parameters and will be available on restarts of the device if enabled.

Resetting values on effects

To reset a value on a single parameter in the effects tab the user can double click anywhere on the slider, and it will reset to its default value.

Sensors

192.168.1.70 ADJUST

SETTINGS PARAMETERS EFFECTS **SENSORS** CLOUD

SENSOR QUANTITY	1
SENSOR TYPE	PHIDGET
ACTIVE STATE	DISABLED
SERIAL NUMBER	0
PORT NUMBER	0
CHANNEL NUMBER	0
PHIDGET DEVICE	SWITCH
RAW VALUE	0
MINIMUM	0
MAXIMUM	1
NORMALISED	0.00000
MULTIPLIER	1
OFFSET	0
DECIMAL PLACES	0
FINAL VALUE	0
PARAMETER	INTENSITY

DEVICE MAP MEDIA PLAY ADJUST

The Sensors tab is dedicated to integrating and configuring physical sensor inputs with the Hive Player. This functionality enhances interactive installations, such as museum exhibits, by using real-world triggers to control media playback and other parameters.

Sensor quantity

The sensor quantity box allows the user to select how many sensors they would like to use. The maximum number of sensors by default is 4 but more can be added by contacting the hive support team.

Sensor type

The sensor type dropdown allows the user to select the brand of sensors they would like to use in their setup. Currently Hive only offers support for the Phidget's brand of sensors but more will be available in the future (possibly)

Active state

The active state dropdown is for the user to enable and disable the sensor selected.

Serial number

The serial number box needs to be filled in with the Phidget serial number for the Phidget to work alongside Hive.

Port number

The port number box needs to be filled with the network port you have set your Phidget system up on.

Channel Number

The channel number box needs to be filled with the channel of the Phidget device you want to connect to. The channel number depends on the type and model of your device, and how many inputs or outputs it has. For example, a 4-input voltage sensor has channels 0 to 3, while a 16-output relay board has channels 0 to 15. You can find the channel number of your device in the Phidget Control Panel or the user guide.

Phidget Device

Raw Value

The raw sensor data is the unprocessed input from the sensor. This data might be a raw number, often in the form of a floating-point value.

Minimum, Maximum and Normalised properties

Set the range for the incoming sensor value. The system normalizes the raw value within this range to produce a normalized value between 0 and 1.

Multiplier

Adjust the normalized value by a specified factor to scale the input to a suitable range for the parameter it controls.

Offset

Applies an additional fixed value to the scaled input to fine-tune its range or to set a baseline value.

Decimal Places

The decimal places box lets the user Determine the precision of the final value by specifying the number of decimal places.

Final value

Displays the sensor's current reading.

Parameter

The parameter dropdown is what you would like the sensor to do if triggered. all parameters from the parameters and effects pages are available to select in this dropdown.

Cloud

192.168.1.70 ADJUST

SETTINGS PARAMETERS EFFECTS SENSORS CLOUD

HIVE CLOUD USERNAME name@example.com
HIVE CLOUD KEY YOUR HIVE CLOUD KEY
CLOUD SYNCHRONISATION ENABLED
HIVE CLOUD SERVER https://hivecloud.run

DEVICE MAP MEDIA PLAY ADJUST

The Cloud Tab is designed to connect your Hive devices to Hive cloud services, enabling remote management from anywhere over the internet.

Hive Cloud Username

The hive cloud username box is for the user to enter their email address to associate with their hive cloud account.

Hive Cloud Key

The hive cloud key box is where the user can put their unique cloud key token to access the hive player through hive cloud.

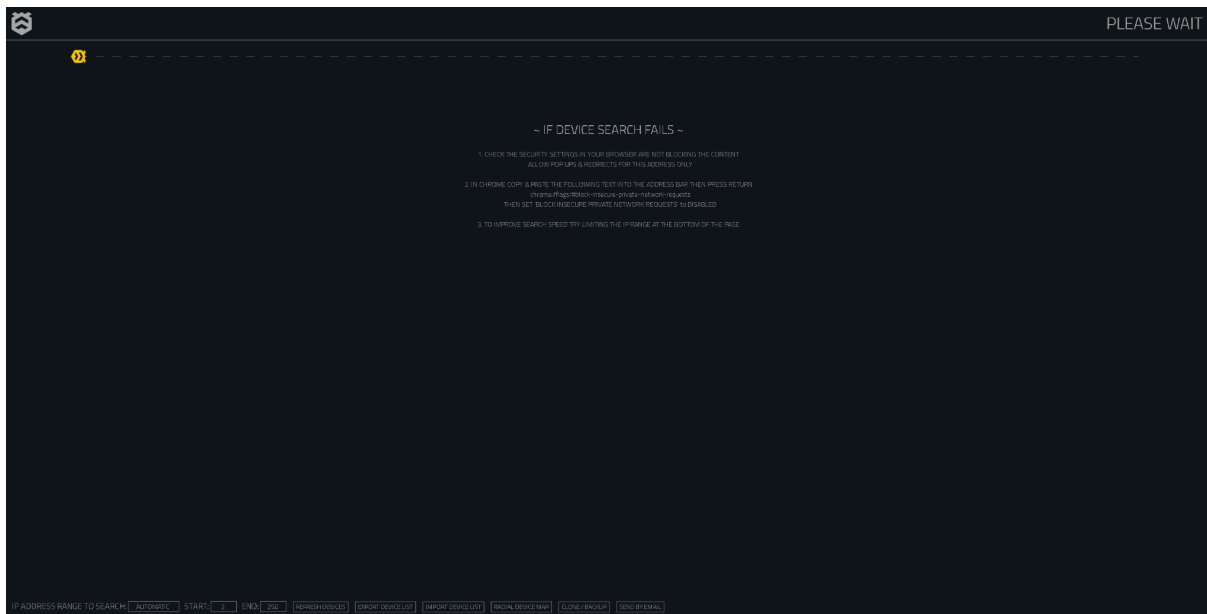
Cloud synchronisation

The cloud synchronisation dropdown box gives you the option to enable or disable the feature.

Hive Cloud Server

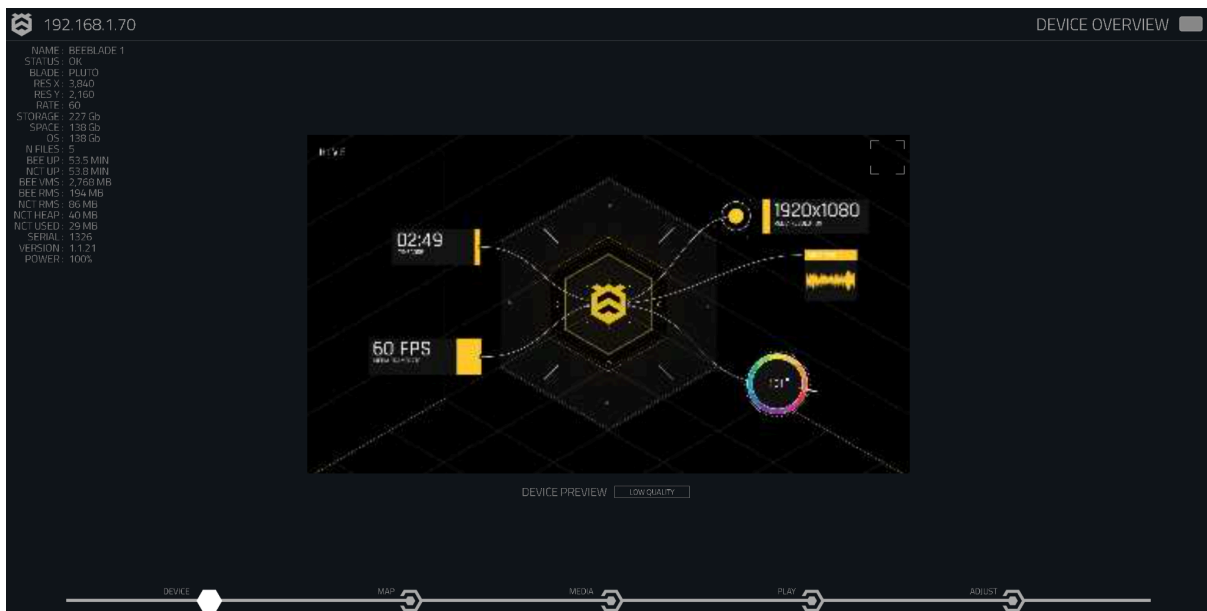
The Hive cloud server box lets the user define what cloud server they would like to connect to. The default is hivecloud.run but users have the option to purchase their own custom servers via the sales team.

Find Devices page



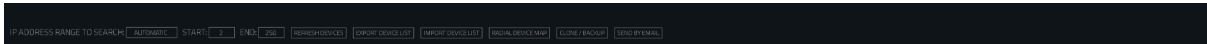
The hive find devices page is a tool that allows you to discover and manage all the hive players on your network. You can see the name, IP address, status, firmware version of each device, as well as perform actions such as reboot, reset, or update them. The hive find devices page helps you to optimise your hive experience and view all Hive devices on the network in one place.

Accessing the hive find devices page



To access the Hive, Find Devices page connect to a hive player on your network, once on a hive player click the hive logo on the left corner of the page. This will take you to the Hive device finder page.

Hive find Devices function buttons

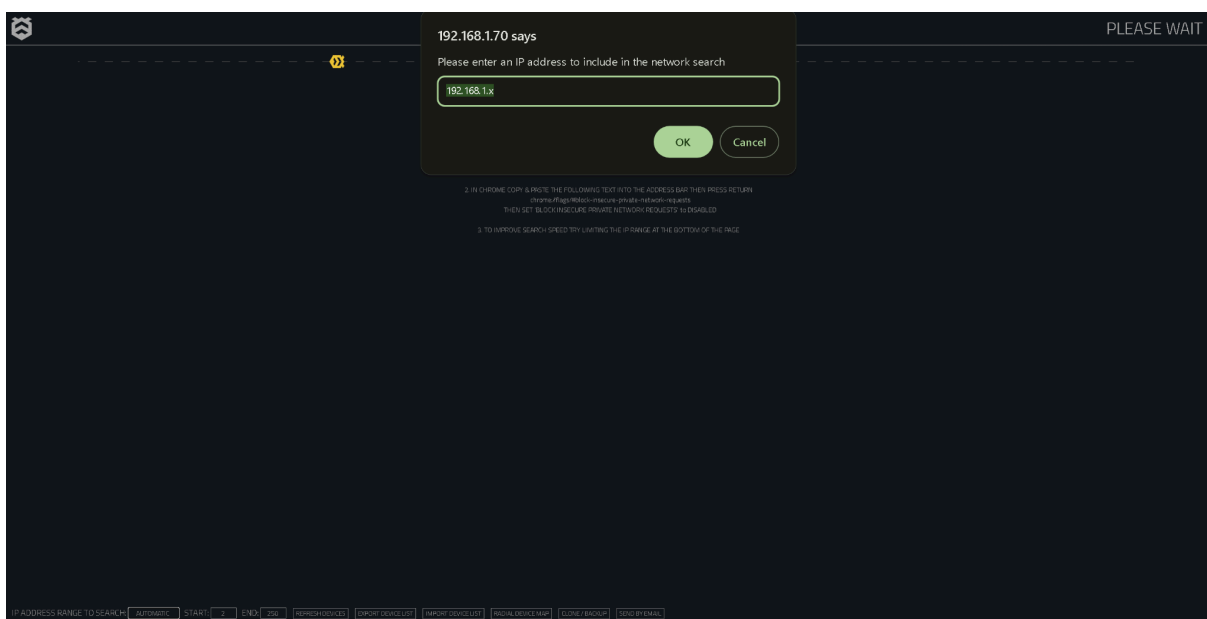


At the bottom of the device finder page are the buttons that will help you navigate around the finder tool.

Device range filtering

The device Ip filter dropdown lets the user choose what Ip range the finder tool should search on. The default is set to automatic, but you can select from the Ip range presets, or you can set a custom search range by clicking on the custom button.

When selecting the custom range, a dialog box will be displayed on the control computer. Replace the Ip with the Ip range you want to search making sure the x is in the last part you want to search.



Refresh device list

The refresh device list will restart the device finder search tool showing any new devices that are on the network.

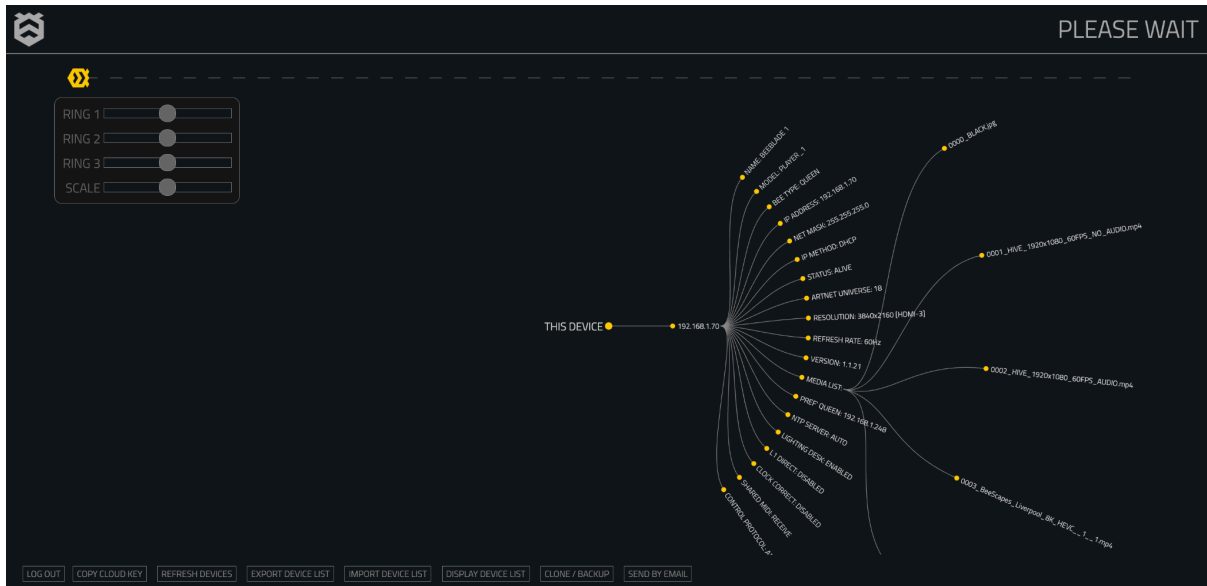
Export device list

The export device list lets the user export a device list as a JSON file. This Json contains all information about the devices attached to the user's hive cloud account as well as devices that the hive player can see on the local network.

Import device list

The import device list lets the user upload a device list .JSON to aid in setting up devices.

Radial device list

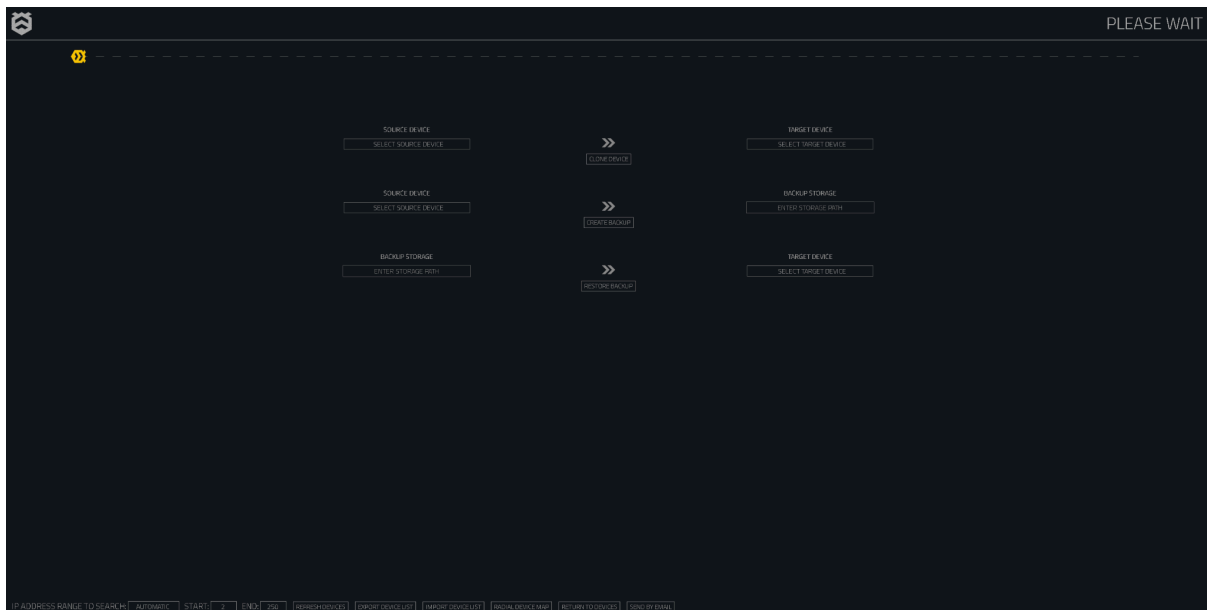


The radial device list view will change the list view to a radial view of the devices on the hive network.

In this radial view each device on the network is shown in a radial view displaying information about the hive player including the device IP, assets on the device and output information.

When there is more than one Hive player on the network hovering the mouse over the information will show in the same colour if they match on other devices or assorted colours if the information is not the same.

Clone and Backup



The clone and backup button lets the user clone a hive player on the network to a new hive player. The user can also backup and restore hive players to a NAS storage device.

How to clone a device

To clone a hive device on your network,

1. set up your new hive player.
2. Navigate to the hive find devices page.
3. select the clone/backup device button.
4. From the clone device section select your clone device from the drop-down menu.
5. On the target device section select your device you want to clone too.
6. Select the clone button from the middle and the device will start to clone.

How to back up a device

Hive players can only be backed up to local storage drives. To back-up your device

1. Select the clone/backup device button on the hive find devices page.
2. Select the device you want to back-up on the source device dropdown
3. Enter the location of your local storage device
4. Select the create backup button from the middle and the device will start to back-up to the storage drive.

How to restore a device

To restore a hive player from a network drive

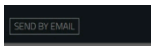
1. Select the clone/backup device button on the hive find devices page.
2. Enter the location of your hive backup file on your local storage network.
3. Select the device you want to restore on the target device dropdown
4. Select the restore button from the middle and the device will start to restore from the storage drive.

Send by email

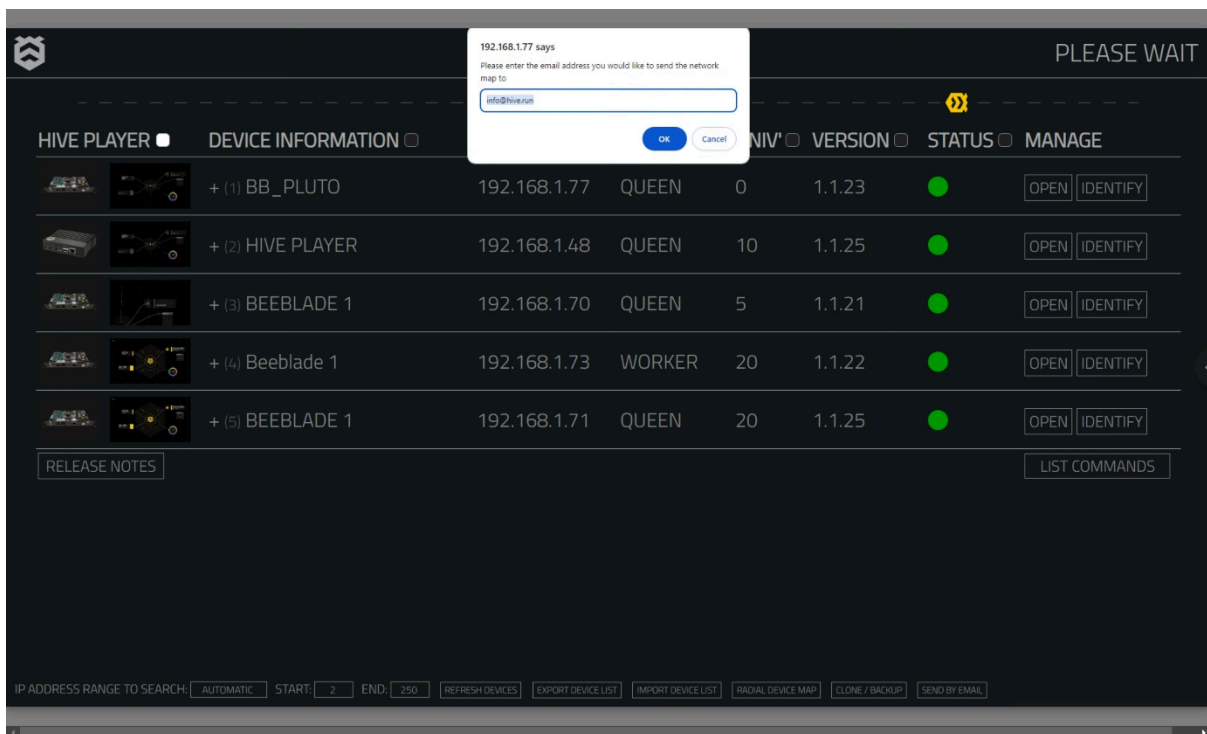
The send by email button lets the user send an image of the hive network map via an email of the user's choice.

An internet connection will be required for this to work

1. Select the "send by email button"



2. Type in the email address that you want to send the map to



The screenshot shows the Hive Run web interface. A modal dialog box is open, titled "192.168.1.77 says", with the text "Please enter the email address you would like to send the network map to:". The input field contains "info@hive.run". There are "OK" and "Cancel" buttons. The background interface shows a table of devices with columns for "HIVE PLAYER", "DEVICE INFORMATION", "NIV", "VERSION", "STATUS", and "MANAGE". The table lists five devices: BB_PLUTO, HIVE PLAYER, BEEBLADE 1, Beeblade 1, and BEEBLADE 1. At the bottom, there are buttons for "RELEASE NOTES" and "LIST COMMANDS". The footer contains search and control options like "IP ADDRESS RANGE TO SEARCH", "AUTOMATIC", "START", "END", "REFRESH DEVICES", "EXPORT DEVICE LIST", "IMPORT DEVICE LIST", "RADIAL DEVICE MAP", "CLONE / BACKUP", and "SEND BY EMAIL".

HIVE PLAYER	DEVICE INFORMATION	NIV	VERSION	STATUS	MANAGE
+ (1) BB_PLUTO	192.168.1.77 QUEEN 0	1.1.23	●	OPEN IDENTIFY	
+ (2) HIVE PLAYER	192.168.1.48 QUEEN 10	1.1.25	●	OPEN IDENTIFY	
+ (3) BEEBLADE 1	192.168.1.70 QUEEN 5	1.1.21	●	OPEN IDENTIFY	
+ (4) Beeblade 1	192.168.1.73 WORKER 20	1.1.22	●	OPEN IDENTIFY	
+ (5) BEEBLADE 1	192.168.1.71 QUEEN 20	1.1.25	●	OPEN IDENTIFY	

3. Select the ok button and an email will be sent

Hive Cloud Bridge

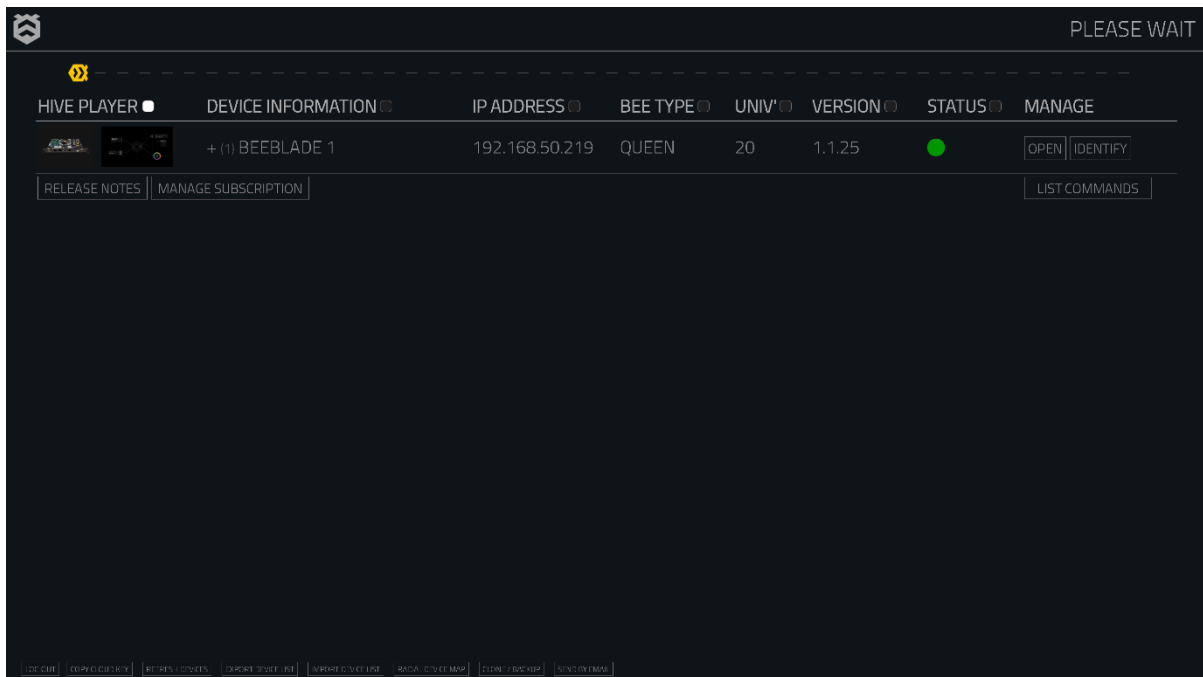
What is Hive Cloud Bridge?

Hive Cloud bridge is a new feature that allows the user to access hive players that have an active internet connection remotely

Setting up a Hive cloud account

To set up a hive cloud account navigate to hivecloud.run and select

Hive Cloud interface

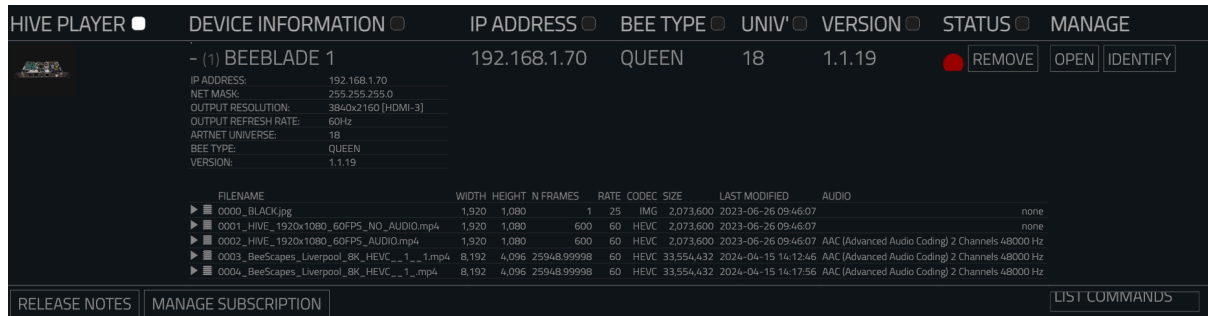


The hive cloud interface is broken down into two sections, the device list and hive cloud commands.

The device list will show all Hive players that are connected to the hive cloud account. Each device added will show the current status about the device and a preview of what is playing on the device.

By selecting the plus arrow on the device, the advanced player information will be displayed including all content information, display resolution, ArtNet universe

information and the hive software version currently running.



Release Notes

The release notes button will take the user to a page with all details about the current release, bug fixes and known issues.

Manage Subscriptions

The manage subscriptions button will take the user to the subscriptions page where they can choose and manage subscriptions. More information can be found [HERE](#) about Hive cloud subscriptions.

List Commands

The manage subscriptions button will take the user to the subscriptions page where they can choose and manage subscriptions. More information can be found [HERE](#) about Hive cloud subscriptions.

Logout

The logout button will log the user out of the hive cloud interface.

Copy cloud key

The copy cloud key button copies a unique identifying code to the control machine clipboard. This unique key is for adding hive players to your account by pasting it in the cloud key section on the cloud tab on the hive device the user is wishing to add.

Refresh device list

The refresh device list will refresh the device list of the logged in hive cloud account

Export device list

The export device list lets the user export a device list as a JSON file. This Json contains all information about the devices attached to the user's hive cloud account as well as devices that the hive player can see on the local network.

Import device list

The import device list lets the user upload a device list .JSON to aid in setting up devices.

Radial device list view

The radial device list view will change the list view to a radial view of the devices on the hive cloud account. It will also show all workers assigned to queens that are on the hive cloud account.

Clone / Backup

The clone and backup button lets the user clone a hive player on the network to a new hive player. The user can also backup and restore hive players to a NAS storage device.

Send by email

The send by email button lets the user send an image of the hive cloud network map via email of the user's choice. An internet connection will be required for this to work

1. Select the "send by email button"
2. Type in the email address that you want to send the map to
3. Select the ok button and an email will be sent

Subscriptions

Hive currently offers three different subscriptions to suit user's needs. Each Hive cloud account lets the user add the first device for free with upload limits set to 2gb file uploads at a time. There is no maximum amount of assets the user can upload the asset needs to be under 2gb.

We also offer three paid plans:

5-16

The 5-16 device subscription lets the user add up to fifteen hive devices to their account and has an upload limit of maximum 2gb per piece of content.

17-32

The 17-32 device subscription lets the user add up to thirty-two hive devices to their account and has an upload limit of maximum 10gb per piece of content.

Unlimited

The unlimited device subscription lets the user add unlimited hive devices to their account and has an upload limit of maximum 100gb per piece of content.

If you would like more information about subscription please send an email to support@hive.run or sales@hive.run and we will be happy to assist

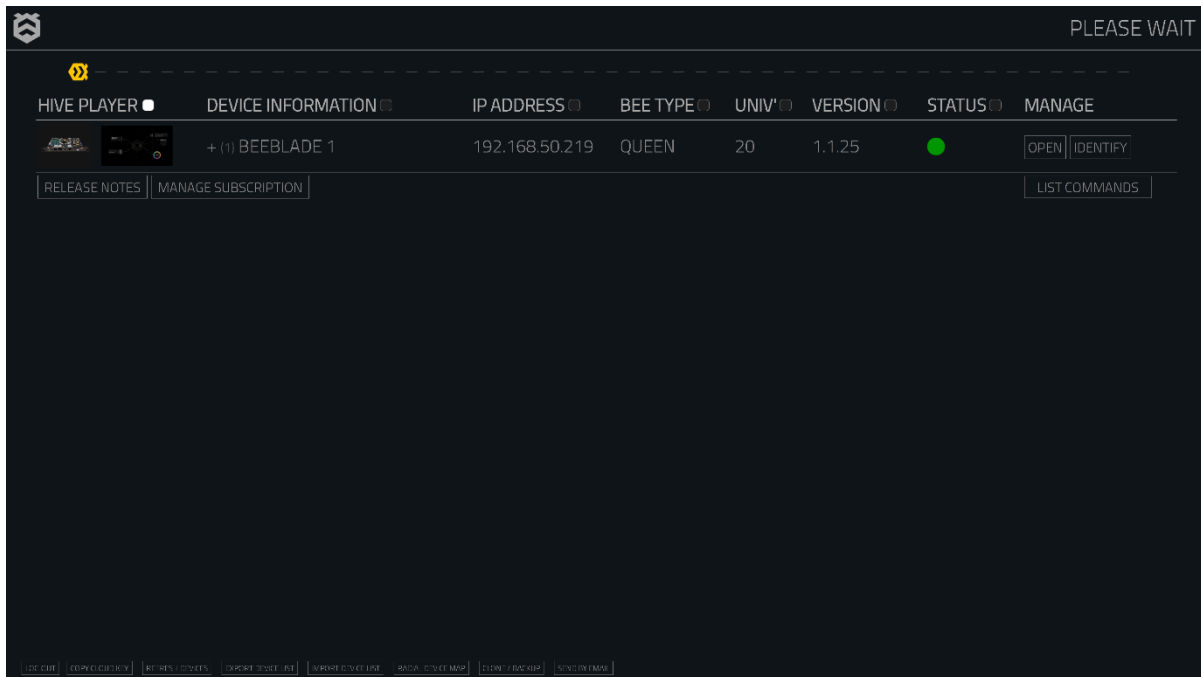
Adding a hive device to your account

To add Hive players to an account

1. select the copy cloud key button at the bottom of the hive cloud interface
2. Navigate to the player Ip address on the local network and select the adjust page
3. From the adjust page click the cloud tab on the top
4. Add your hive cloud email address in the email address box and paste in your cloud key to the cloud key section.

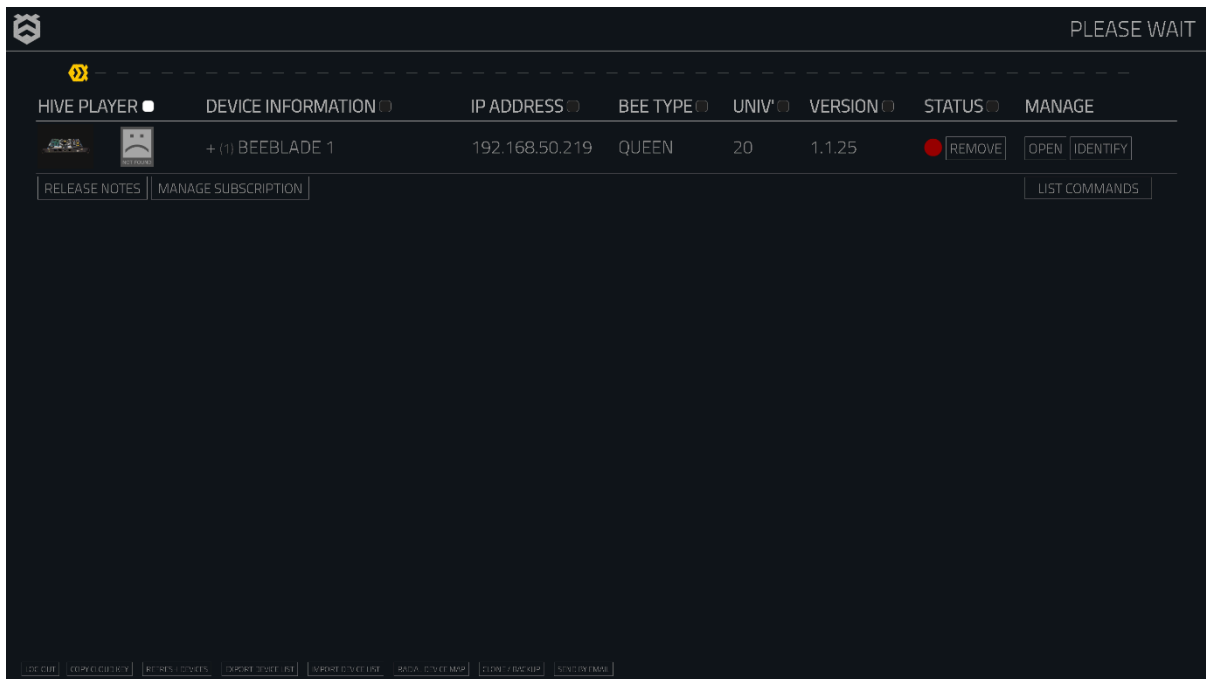
5. Enable the cloud and the device will ask to restart, click ok and let the device restart
6. Navigate back to your hive cloud account and refresh the tab. The device should now show there.

Accessing a Hive device



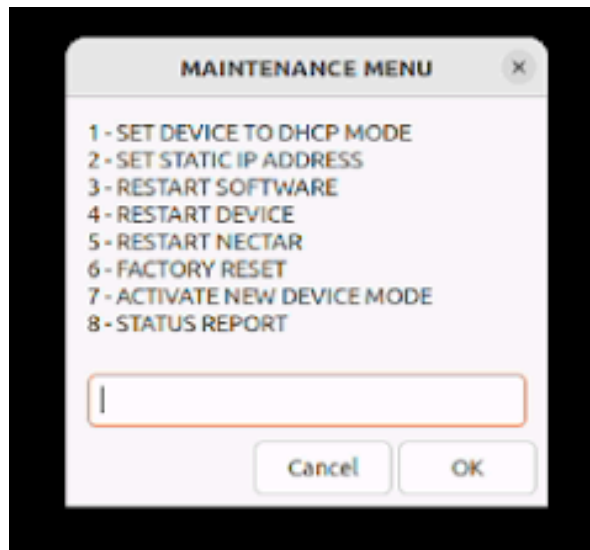
Once a hive player has been added and it shows on your hive cloud account you will then be able to select the player by clicking on the piece of preview content or by selecting the open button on the right-hand side of the page.

Removing Hive devices from your account



To remove a device from your hive cloud account you can either remove your hive cloud settings from the hive player or turn the hive player off and click the remove button from you hive cloud device finder search page.

Maintenance menu



How to access the maintenance menu

To access the maintenance menu, plug in a keyboard to your Hive device and tap on the space bar. The user will be presented with a menu that looks like so.

Selecting options on the maintenance menu

To select any of the options on the maintenance menu, type in the number next to the setting and tap enter on the keyboard.

Set device to DHCP mode

The set device mode to DHCP mode lets the user change the network settings of their hive player to DHCP mode if the device has already been set up in a static mode.

Set static IP address

The set static Ip address lets the user change the network settings of their Hive player from DHCP mode to a static mode or change the static IP address if the device already has one set.

To set a static IP address.

Type number 2 into the maintenance menu and select enter on the keyboard.

A dialog box will be displayed across the middle of the display asking to enter an Ip address, enter a Ip address and tap enter on the keyboard.

A second dialog box will be displayed asking to enter a subnet, enter a subnet and tap enter on the keyboard.

The device will ask you to confirm and then will restart in a static Ip mode.

Restart Software

The restart software option lets the user restart the hive software on the device.

Restart Device

The restart device option lets the user restart the device and software.

Restart Nectar Server

The restart nectar server option lets the user restart the Nectar server lets the user restart the Nectar server on the device.

Factory Reset

The Factory Reset options lets the user reset the device they are connected to. This will delete any media on the device and reset all the settings on the device. The Hive player will also change back to a DHCP network mode.

Activate new device Mode

The activate new device option lets the user put the device into a mode where the device will display all the Ip address modes.

To leave new device mode navigate to the hive UI on a control machine and the device will start outputting content from the device.

Status report

Selecting the status report option will output the information banner along the top of the Hive device you are connected to. The Ip address, device name, and more information will be displayed.