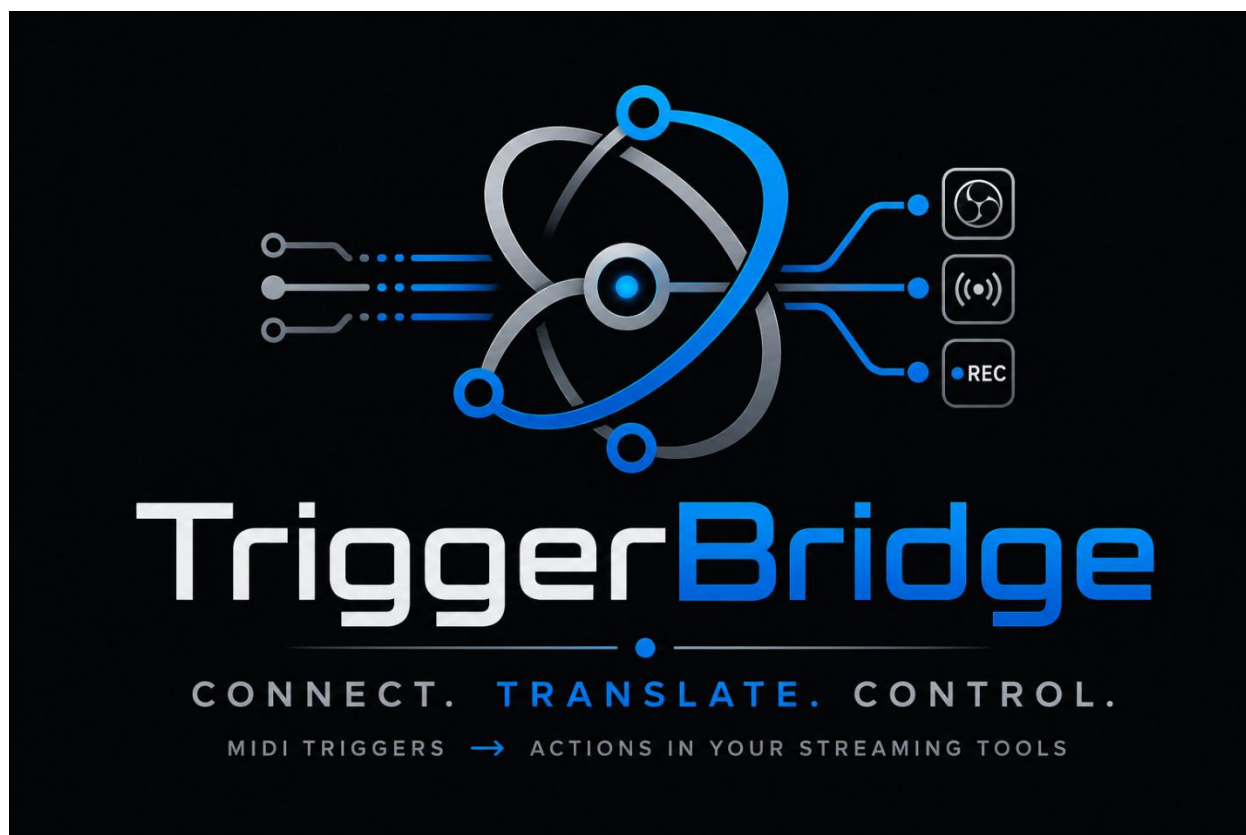




TriggerBridge-BETA: Installation & Setup

TriggerBridge is currently in beta. While stable for daily use, behavior, features, and supported platforms may change between releases.

Feedback & Feature Requests

TriggerBridge was created to solve a real-world workflow problem. User feedback directly influences future development.

Please report:

- Bugs
- Workflow issues
- Feature requests
- Platform integration requests

To [Feedback @ TriggerBridge](#)

Contents

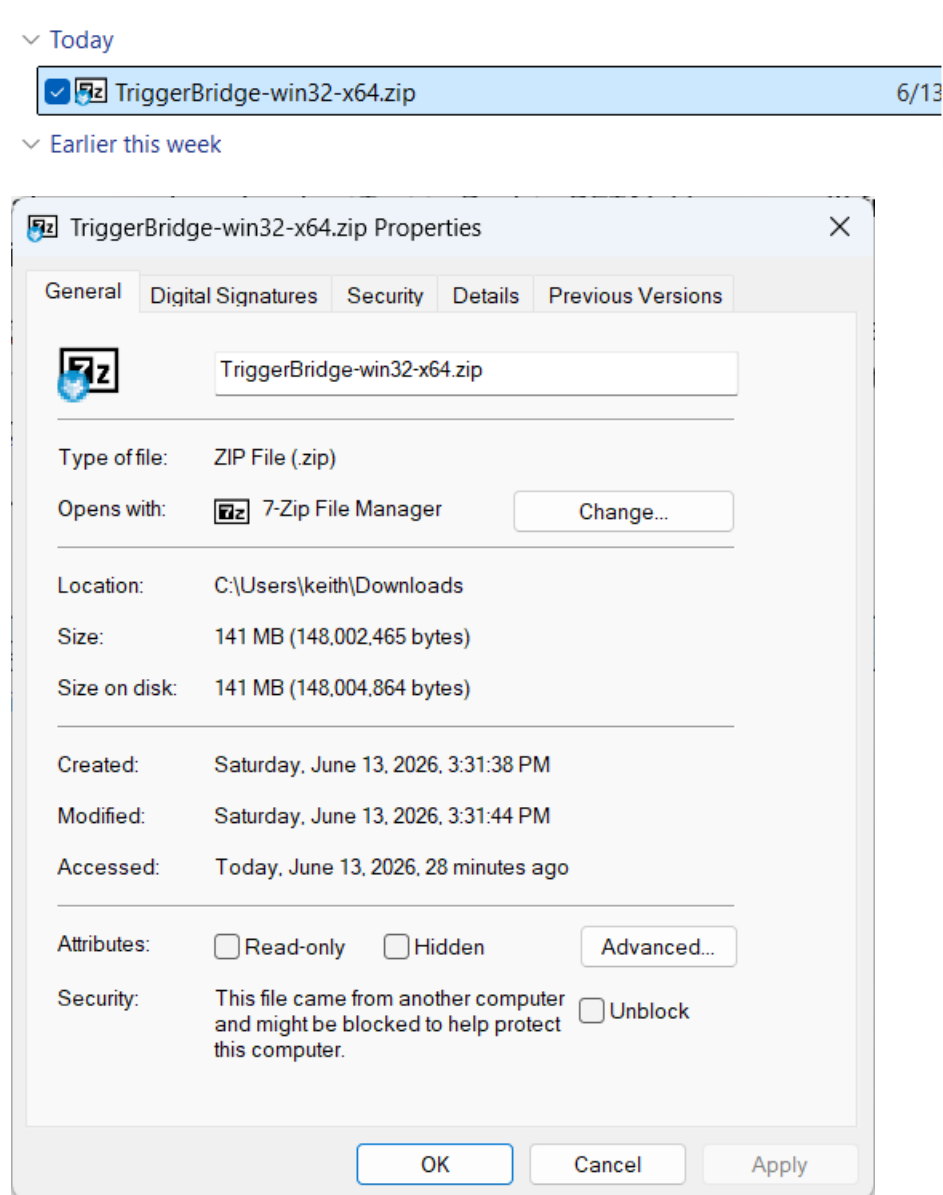
Feedback & Feature Requests.....	1
Installation	3
Quick Start	8
Setup TriggerBridge	9
Profile	9
Status Bar	9
Platform Connection.....	10
Platform	10
Host.....	10
MIDI Input Device	11
Live Monitor	11
Audio Source	11
Operation	12
Creating Your First Mapping.....	12
Actions.....	12
Controls	13
Settings & Diagnostics.....	14

Installation

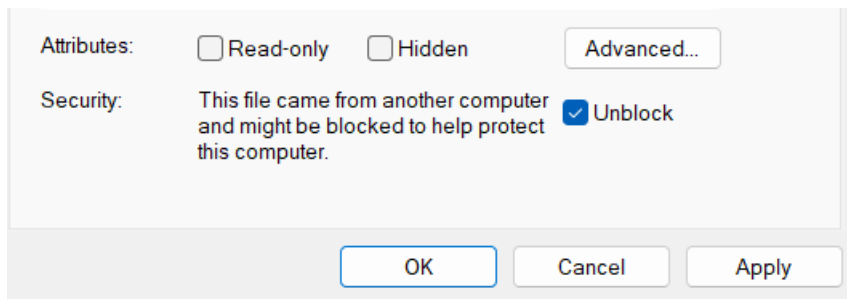
Congratulations on downloading TriggerBridge-BETA! I hope you'll find it as helpful as I have – which is why I created it in the first place!

First, TriggerBridge-BETA is an unsigned application. The final v1 release will be signed, so this issue will resolve itself. In the meantime, you'll need to perform the following steps to get around Windows Smart-App security.

Right-click on the downloaded zip archive and choose [Properties]:

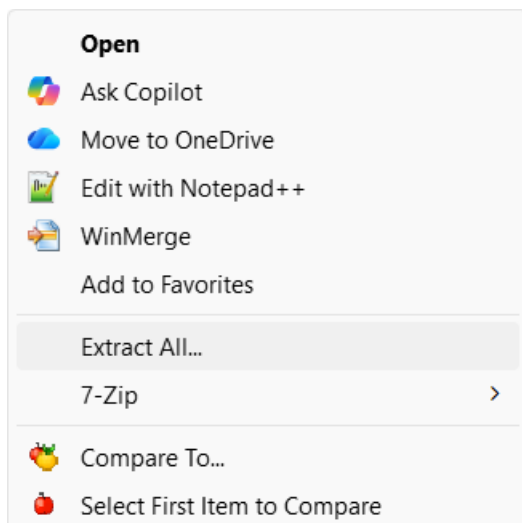


The bottom item is [Security], you'll need to check the box next to [Unblock]

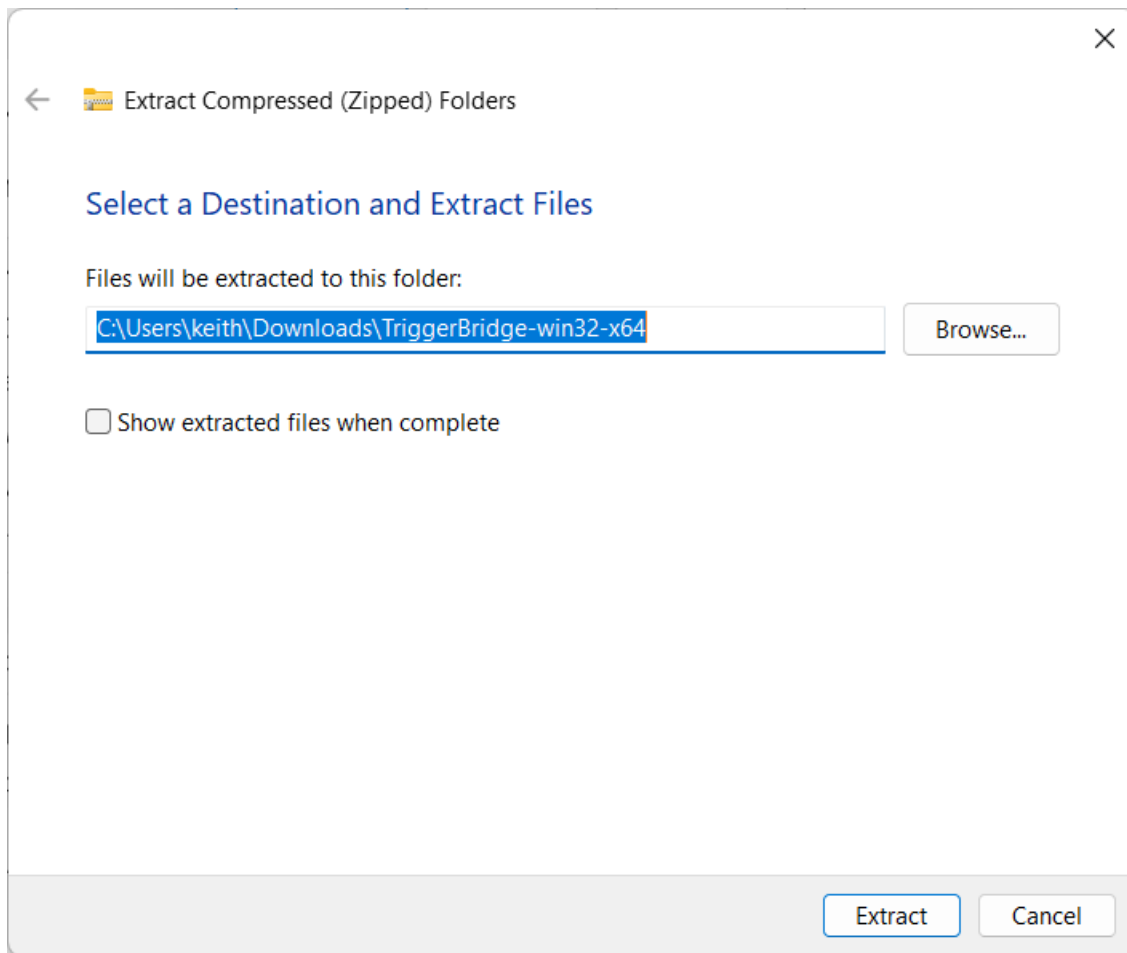


Now click [Apply]

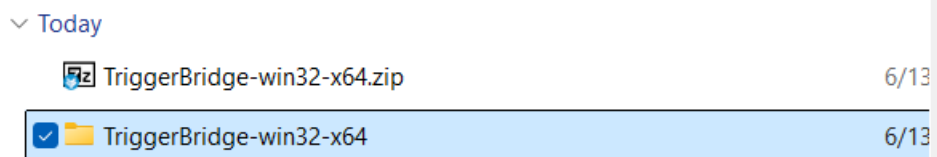
Next, right-click on the zip archive again, and choose [Extract All...]



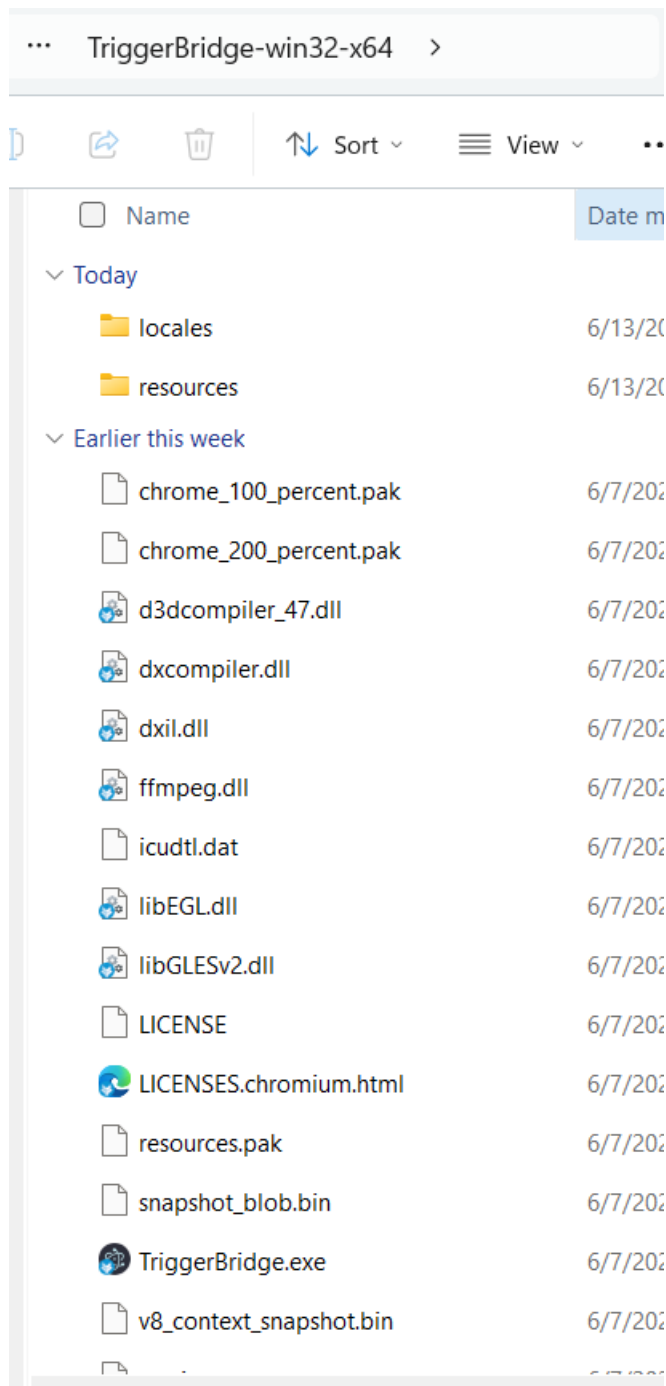
By default, a folder will be created to hold the extracted files. You can accept this or choose another location.



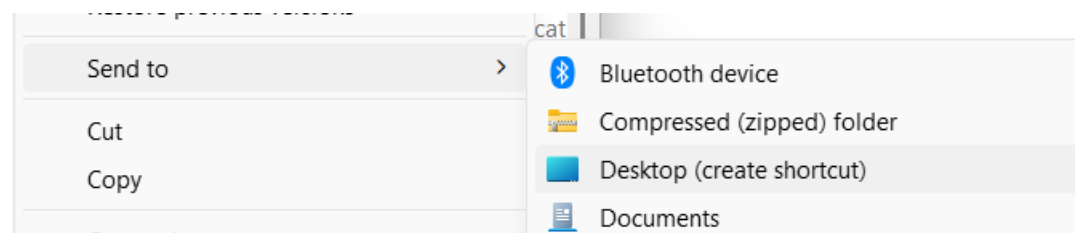
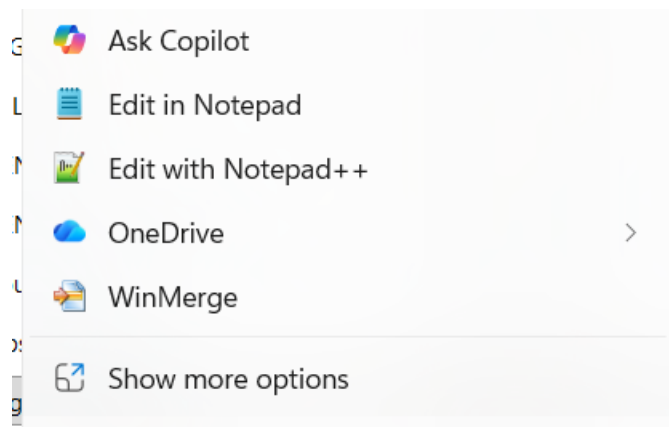
Then click [Extract]



Open the newly created folder. There will be another primary folder inside it, with the same name, click into this folder as well



The application file is TriggerBridge.exe. You can launch the application by traversing to this directory and clicking the file, or right-click on the executable, then select [Show more options] and choose [Send To...]-> Desktop (create shortcut)



Good job!

Now proceed to the Setup TriggerBridge section.

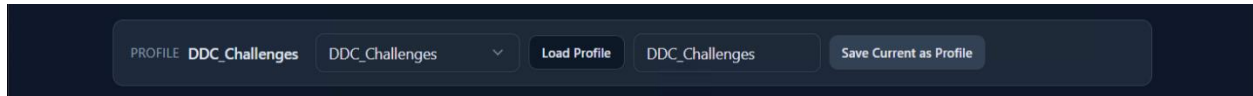
Quick Start

1. Launch TriggerBridge
2. Select your Platform
3. Click Test Platform Connection
4. Select your MIDI device
5. Click Use Recommended Setup
6. Learn a trigger for Toggle Mute
7. Learn a trigger for Toggle Recording
8. Save your Profile
9. Start creating content

Setup TriggerBridge



Profile



This section manages what Actions are configured while using TriggerBridge. Initially, there will be no saved Profiles. Don't worry, once you've configured the Actions you need, just click [Save Current as Profile] and enter whatever makes the most sense.

Profiles are game changers. You can create Actions related to straight Recording and save the group as [My-Recording-Profile], then assign a new group of Actions used only when you are streaming, applied name [My-Streaming-Profile]. You can save an unlimited number of profiles, and each is specific to the workflow requiring it.

Switching between profiles is as simple as selecting the target profile from the drop-down list of your saved profiles and clicking [Load Profile].

Status Bar



This is the control panel overview. The Status Bar provides the selected target platform, the connection state of your MIDI device, the connection state of your Audio device and the current Recording/Streaming state of TriggerBridge.

Platform Connection

The screenshot shows a 'Platform Connection' window with a dark theme. At the top, there's a 'Platform' dropdown menu set to 'OBS Studio'. Below it, the text 'OBS Studio · WebSocket' is displayed. The main section contains three input fields: 'Host' with the value '127.0.0.1', 'Port' with '4455', and 'Password' with a masked value '.....'. Below these fields are three buttons: 'Disconnect', 'Test Platform Connection', and 'Raw OBS Diagnostic'. A horizontal line separates this section from the 'MIDI Input Device' section, which has a dropdown menu set to 'TD-27'. Below that is a 'Live monitor' section with a text area containing 'Waiting for MIDI...' and a 'Clear' button. The bottom section is 'Audio Source', which includes a dropdown menu set to 'Mic - Studio24c (wasapi_input_capture)' and a row of buttons: 'Refresh Platform Inputs', 'Get Mute State', 'Toggle Mute', 'Set Muted', and 'Set Unmuted'.

Platform

This close-up shows the 'Platform' dropdown menu, which is currently set to 'OBS Studio'.

The Platform that is configured for the current Profile will be selected in the Platform drop-down. In this screenshot, OBS Studio is configured and selected. Additional platforms will be added/available in the future.

Host

This close-up shows the 'Host', 'Port', and 'Password' input fields. The 'Host' field contains '127.0.0.1', the 'Port' field contains '4455', and the 'Password' field is masked with '.....'. Below the fields are the 'Disconnect', 'Test Platform Connection', and 'Raw OBS Diagnostic' buttons.

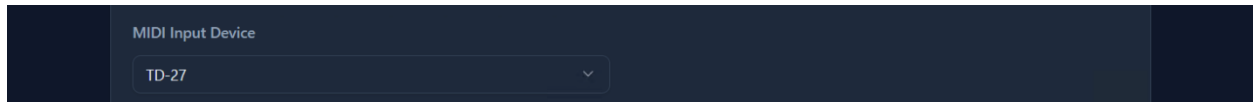
The Host settings can be found in the target Platform WebSocket configuration. If the Platform is configured for authentication, the [Password] will need to be entered into it. If no authentication is required, delete the value from the Password text box. Again, the Host IP and Port will be displayed (and configurable) in the Platform WebSocket section.

Once the values have been entered here, use [Test Platform Connection] to confirm the connection. If a connection exists, and is active, use [Disconnect] to disconnect it.

Note: the connection is terminated automatically when TriggerBridge is closed/shut down.

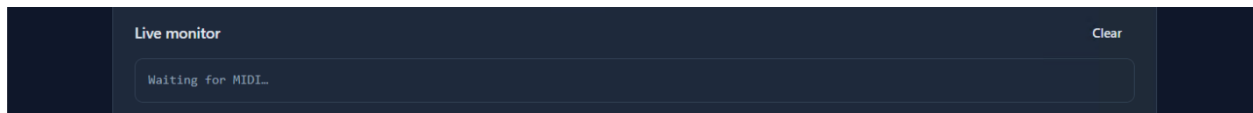
If OBS Studio is the selected Platform and you encounter connection issues, click Raw OBS Diagnostics for additional troubleshooting information. As Platforms are introduced, appropriate diagnostics trapping will be available.

MIDI Input Device



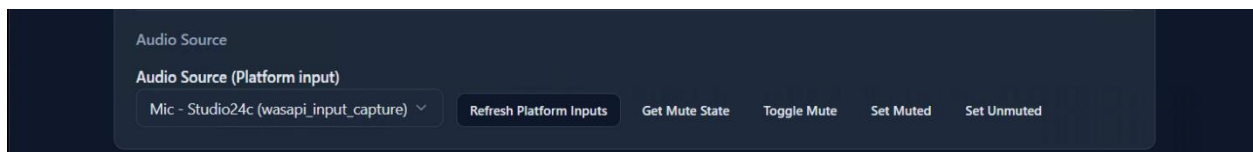
The [MIDI Input Device] drop-down will display all connected MIDI Devices. If a device is already associated with, and configured in, the loaded Profile, it will be selected here. You will need to select the MIDI Controller/Device that will be supplying the trigger, or event source, you will be assigning in the [Learn] process later.

Live Monitor



The Live Monitor section is just that: all events (being captured or not) that triggered/fired will be displayed here, with the most recent at the top.

Audio Source

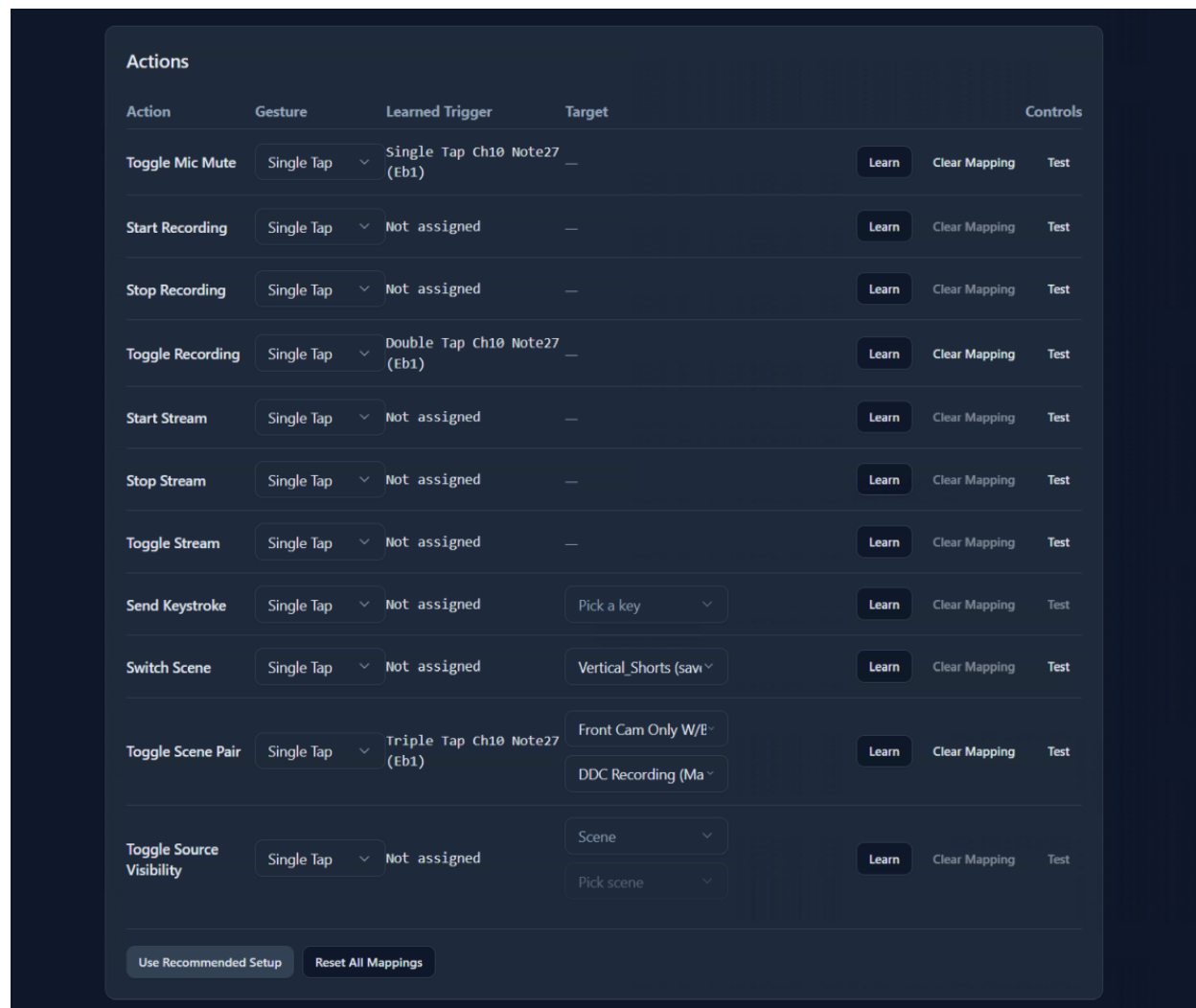


Audio Source identifies which platform audio input will be targeted by Mute, Unmute, and Toggle Mute actions.

Operation

Creating Your First Mapping

Actions



This is where magic happens. First, we'll discuss the two buttons at the bottom: [Use Recommended Setup] – the recommended setup is listed above the [Actions] window (not in this screenshot). It generally consists of two toggle actions: Toggle Mute and Toggle Recording. Clicking this button will automatically create the two actions.

[Reset All Mappings] – this is for clearing the board and just starting over. While this is the nuclear option, it could come in handy. If you only want to clear one learned action, you can use the [Clear Mapping] button on that action.

Back to Actions – The first column contains a list of common actions that would be taken in the Streaming/Recording platform. They are grouped by the target action. For instance, multiple targets have three available actions: Start/Stop (or On/Off) and Toggle.

Note: Actions may be added to the list in the future based on end user requests and feedback.

[Gesture] is the next column. It contains a drop down containing the available gestures. At this point in time, this consists of Single Tap, Double Tap and Triple Tap. A tap can be considered “activation” of the MIDI object generating the signal. For drum pads, or control pedals, “tap” means just that. For a keyboard, tap would mean “key depression”, etc.

Beta Note:

When assigning Single Tap, Double Tap, and Triple Tap to the same MIDI trigger, learn them in this order:

1. Triple Tap
2. Double Tap
3. Single Tap

Learning them from Single Tap upward may fail in the current beta. This is a known issue planned for correction before the full v1 release.

[Learned Trigger] is not user editable. It will be populated once the [Learn] process has completed for the [Action].

[Target] this is contextually available. For simple Start/Stop/On/Off/Toggle operation, the [Target] is unnecessary. For actions like Scene Switching, Source Visibility or Send Keystroke, the [Target] is required and is configured here.

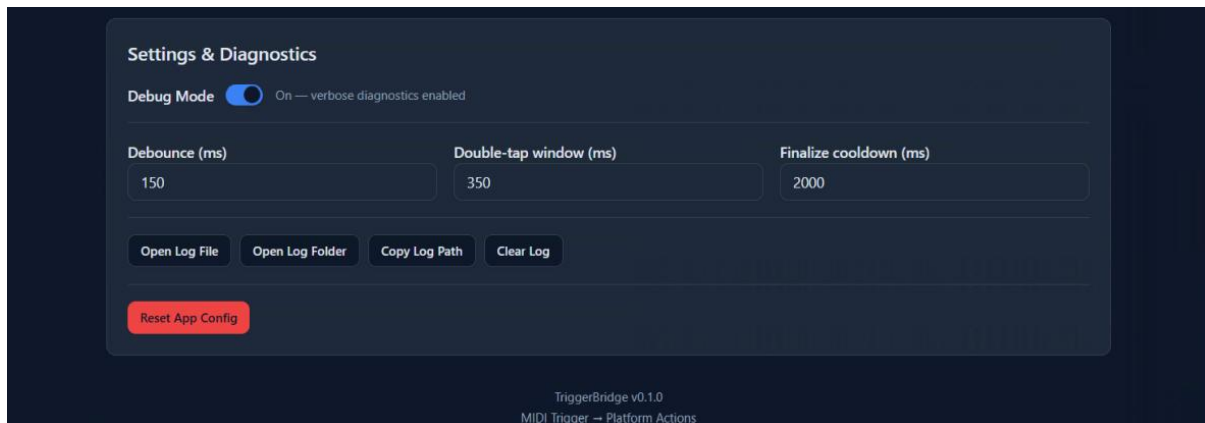
Controls

[Learn] once the other definable values have been set in each of the [Action] columns, click the [Learn] button, then perform the [Gesture] using the MIDI device that will be the instigator. A message will be displayed (top right corner of the app) indicating the outcome of the process.

[Clear Mapping] does just what it states. If there is an assigned [Action], the button will be enabled. Clicking it will clear all selected values for the [Action]

[Test] can be used after the [Action] has been stored successfully. The [Action] will be performed and the results will be displayed.

Settings & Diagnostics



[Debug Mode] can be enabled here. By default, it is disabled. When in Debug mode, the app logs verbose information. So, the file size can grow quickly. If you are having issues with the app and reach out to our support department, these log files will be requested.

[Debounce], [Double-Tap Window] and [Finalize Cooldown] are advanced timing values that may still not be 100% correct. As stated above, the [Learn] process should be performed in reverse. This is most likely due to these values requiring further refinement.

[Open Log file] this will open the debug log file, ONLY if [Debug Mode] is enabled.

[Open Log Folder] will open the default directory for storing log files when [Debug Mode] is enabled.

[Copy Log Path] will copy the stored debug log folder path

[Clear Log] will flush the contents of the existing log file.