

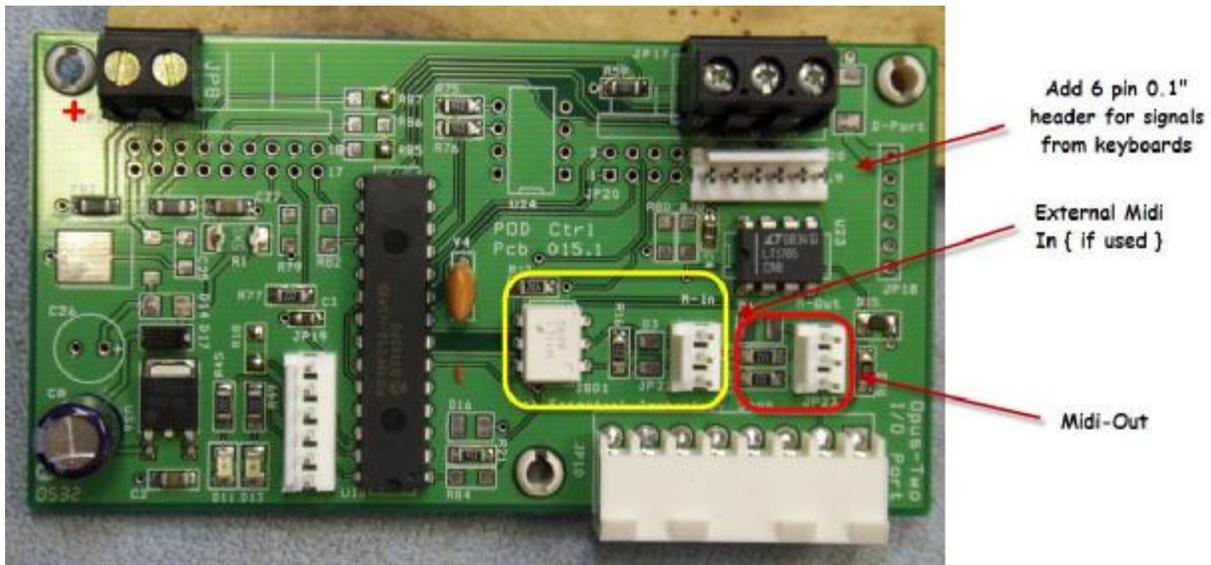
Opus-Two POD Midi Merger

This unit accepts 3 sets of signals from Opus-Two Midi keyboards and combines them into a single midi stream for the Console Controller. This is done to reduce the key latency that occurs in some applications.

The unit can also accept an external midi signal and merges that with the other 3 channels.

Basic Organization

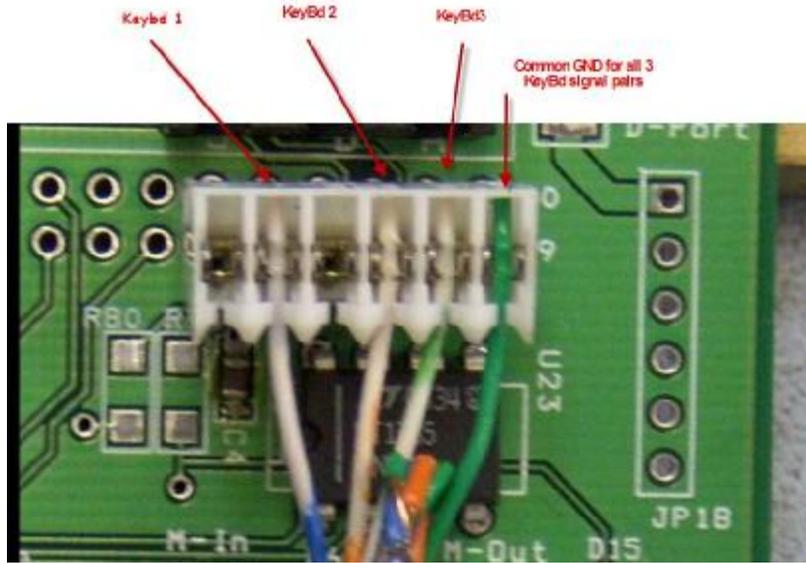
Most likely you have been provided with a POD Midi module with the appropriate connectors & cables but as a check, make sure board has the minimum components for Midi-In & Midi Out { yellow & red boxes } plus add a 6 pin header into JP20. Orient as shown with pin 6 of the header into pin 19 of JP20.



The new 6 pin header is used to bring the information from each keyboard into the controller.

Each keyboard needs a pair of wires, 1 signal & 1 Gnd. The GND's must be joined together and put onto pin 6 as only 1 gnd pin available on this new header.

It does not matter which keyboard which signal is used. All 3 are treated equally.

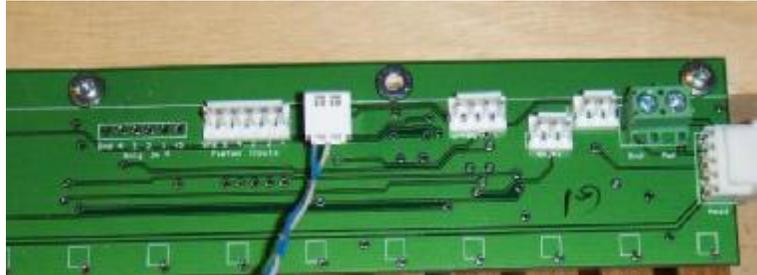


I used a 4 pair cat5 cable and used 3 or the 4 pairs. Stripped off a couple of feet of the outer jacket at one end to make separate pairs that could go to each cable. The other end gets the 3 { solid wires } joined together to go to pin 6, the other 3 as shown.

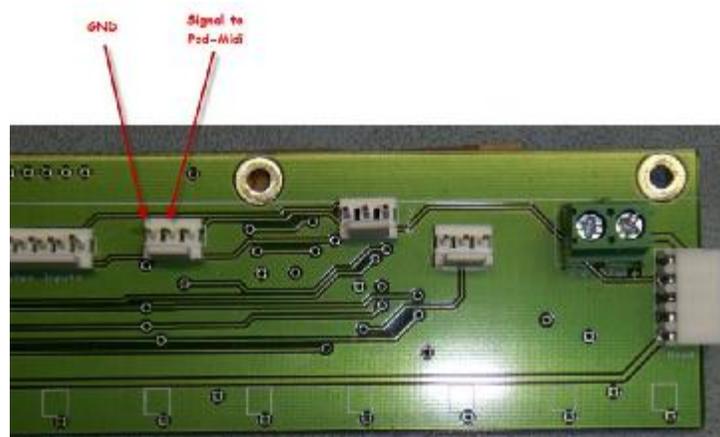
Connection to Keystrips:

The cable from the Pod-MIDI controller has 3 separate plugs on the end.

On 'new' keystrips, using the 4 pin programming connector, the headers mounted as shown so the cable would land here as shown:



The GND signal is to the left & the middle pin is the signal. This is also the correct header to use. There will be no 3 wire cables running between keyboards when the merger unit is used. Power still needs to be applied though.



Older keystrips, using the 3 pin programming header had the headers installed the other way around. The signal orientation on the PCB is still the same though with GND on the left and the signal on the middle pin, & use the header that's beside the Piston inputs header.

Midi Out to the Console Controller:

The midi signals from the POD-MIDI need to be connected to the console controller

From the Pod Controller



to the Midi plug.



This connection takes midi signals from the POD-MIDI to the console controller.

A similar cable can be used, connected to M-IN, to bring external midi signals to the POD-Midi unit for inclusion in the midi stream to the console.

Firmware:

The Pod-MIDI units is programmed with Opus-Pod_Midi_1.hex or later version if that has been supplied.