Unifi Thumper

User Guide

Version 1.00

Illuminati Magic

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Contents

Overview

The Thumper is the central hub for all your devices, designed with the working professional in mind.

Boasting a host of unique features to streamline your performance, it is the perfect choice for close up, parlor, and stage performances.

The Thumper is a miniature receiver that decodes signals from Dice, Dominoes, Poker Chips, Color Sense, Pen Sense, Magneto, and Second Sight.

The Thumper provides the following features:

- Decodes signals from Unifi devices and vibrates to communicate the status to the performer.
- Modular technology allows you to purchase a single receiver to work with the entire Unifi range.
- Four user-configurable buttons that enable you to send predictions directly to third-party systems.

- Audio controls for the Unifi App, to pause and play Unifi events.

- USB Chargeable and will last for up to 20 hours of performances from a single charge.

- Apple iPhone™ and Apple Watch™ Support.

Green LED
RX Data

Blue LED
Bluetooth

On/Off
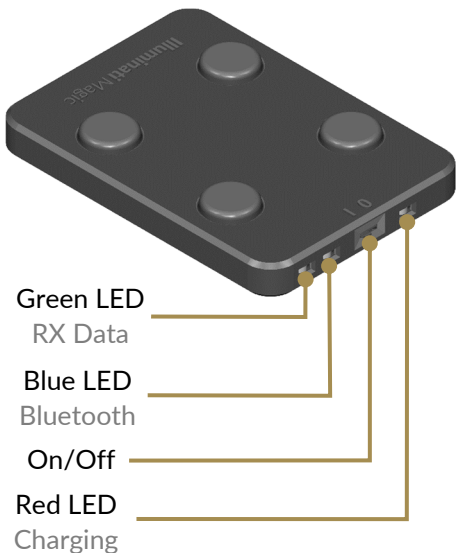
Red LED
Charging

What's Included
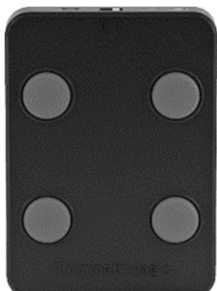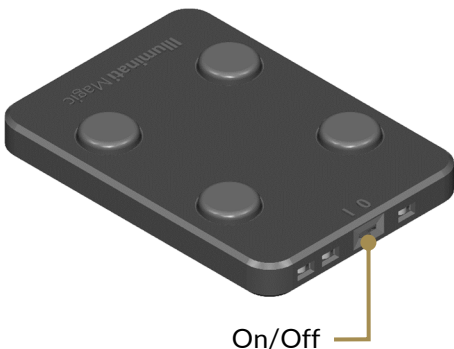

Thumper

Armband   **USB Cable**

User Manual

Switching On and Off

To turn the Thumper on, slide the white switch on the top of the Thumper from the Off (0) to the On (1) position. The Red LED will flash once, followed by a short vibrate to confirm that the Thumper has powered up.

The Thumper will automatically pair with the Unifi App if it has previously been paired with the Thumper.

If the Thumper is running low on battery, it will generate a single, long vibrate.

On/Off

Charging Your Thumper

Remove the Thumper from the box and connect it to the charging cable found underneath the plastic packaging.

Insert the cable into any standard USB Port – a red LED indicates the unit is charging. When fully charged, the red LED will turn off.

Please charge your Thumper before using it for the first time.

Charging may take up to two hours.

USB Charging Port
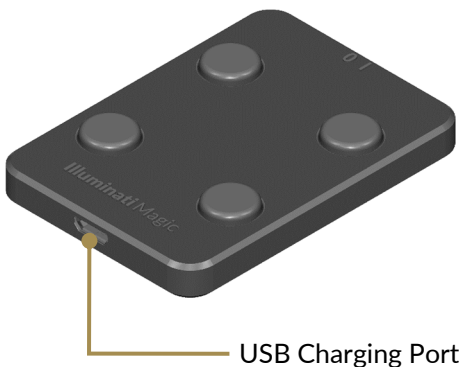
Indicator LEDs

LED	DESCRIPTION
Green	The Green LED indicates that the Thumper has received a signal from an Unifi device. It will flash each time it receives a message.
Blue	The Blue LED indicates that the Thumper is paired with the Unifi App. If the Blue LED is off, then this indicates that the Thumper is not paired with the Unifi App.
Red	The Red LED indicates that the Thumper is charging. The Red LED will turn off once the Thumper is fully charged.

Architecture

It is beneficial to understand how the Unifi platform works – once you have a solid understanding of the system architecture, you will be able to develop your own unprecedented, mind-blowing routines.

The Dice, Dominoes, Poker Chips, Second Sight, Magneto, Color Sense, and Pen Sense all transmit on the "Industrial, Scientific & Medical" (ISM) band.

Every Thumper and Notifier within range receives signals from the Unifi devices and responds accordingly.

You may have multiple Thumpers and Notifiers receiving the same message (for example, if you have a backstage assistant who needs to prepare a revelation for you).

Additionally, Unifi utilizes Bluetooth Low Energy (BLE) – a bidirectional communications protocol that is used extensively in the technology industry.

Many electronic mentalism vendors utilize BLE as it provides an extremely reliable and open standard, permitting high levels of interoperability.

BLE is a "peer-to-peer" communications protocol – one device connected to another device and was not intended to be a broadcast protocol (hence why Unifi utilizes the ISM Band to broadcast signals).

The Thumper and Second Sight support both ISM Band and BLE communications, allowing them to communicate with the Unifi App.

The Unifi App integrates with the Apple Watch, enabling you to utilize your Apple Watch as a peak device as well as a remote control to send predictions to third-party platforms.

Registered Mode

Unifi may operate in registered or unregistered mode. If you want your Thumper to ONLY respond to YOUR devices, then you run the system in registered mode.

If you would like for your Thumper to respond to ANY Unifi device, then you run the system in unregistered mode.

Every Unifi device contains a unique Electronic Serial Number (ESN); this allows individual devices to be registered with your dedicated equipment.

Operating in registered mode is particularly useful if you are performing at a venue with multiple performers using Unifi as it prevents "cross-talk" between the systems.

By default, Unifi operates in the unregistered mode so that it responds to all Unifi devices.

Vibrate Signal Overview

The Thumper will vibrate to indicate the status of your Unifi devices.

The Unifi devices detect a myriad of information about themselves, such as their orientation, the presence of a magnetic field, movement detection, and they are also aware "what" devices they are.

To keep the vibrate sequences manageable, Unifi has adopted the vibrate sequences detailed on page 15 (regardless of whether the notification is triggered from a change in orientation, movement or magnetic field).

If the Thumper detects a low battery on any Unifi device (or the Thumper has a low battery), the Thumper will generate a single long vibrate.

You can utilize the Unifi App or Notifier to determine which Unifi device caused the low battery notification.

When using the Thumper with Second Sight, the Thumper utilizes Roman numerals to vibrate results, where a short vibrate indicates a value of one and a long vibrate represents a value of five.

For example, if the Thumper is communicating the number six, this would be one long vibrate (five), followed by a short vibrate (one).

This allows information to be relayed to the performer more quickly than having a single vibrate sequence. For example, a six is vibrated with one long vibrate, followed by a short vibrate. Without the Roman Numeral encoding format, it would be required to vibrate six times, which would take longer to communicate with the performer.

PRODUCT	VIBRATE SEQUENCE	
Dice	1.	.
	2.	..
	3.	...
	4.	....
	5.	.....
	6.	......
Dominoes	Pips Up	.
	Pips Down	..
Poker Chips	Red	.
	Orange	..
	Yellow	...
	Green	....
	Blue	.....
Pen Sense	Red	.
	Orange	..
	Yellow/Lime	...
	Green	....
	Blue	.....
Color Sense	Red	.
	Orange	..
	Yellow	...
	Green	....
	Blue	.....
Magneto	North polarity	.
	South polarity	..

PRODUCT	VIBRATE SEQUENCE	
Playing Cards	Suits	
	Clubs	.
	Hearts	..
	Spades	...
	Diamonds	....
	Values	
	Ace	.
	Two	..
	Three	...
	Four	....
	Five	_
	Six	_.
	Seven	_..
	Eight	_...
	Nine	_....
	Ten	__
	Jack	__.
	Queen	__..
	King	__...
Power	Low Power	_

Wearing Your Thumper

The Thumper is a highly sensitive receiver, designed to receive signals from the Unifi devices.

The Thumper has been tuned to maximize its reception characteristics; however, environmental factors influence its reception.

Generally speaking, you should expect to obtain 30 feet (10 meters) from the Dice, Domino, Second Sight, Pen Sense, Color Sense, and Magneto and 15 feet (5 meters) from the Poker Chips.

The human body comprises primarily of water (which absorbs radio signals) and the greater the distance between the Thumper and the body, the better the reception.

The Thumper can be located in a whole host of positions, including:

- In the front pants pocket.
- In the top suit pocket (inside or outside pocket)
- Around the performer's ankle.
- On an armband, around the bicep.
- Between your stomach and your belt.

If you have the Thumper directly against your skin (for example, between your stomach and your belt), then the reception characteristics are significantly reduced as your body absorbs a substantial portion of the radio signals.

Unifi iOS App

The Unifi App is not required to utilize the Thumper; however, it provides a multitude of features and enables you to set programming options on the Thumper.
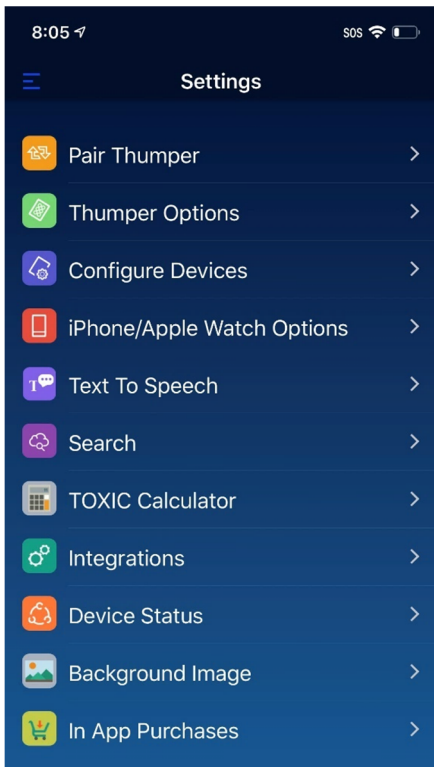
The Unifi Thumper App may be downloaded from https://apps.apple.com/us/app/unifi-thumper/id1406787289

You may download the Unifi App be scanning this Quick Reference Code.

Settings Menu

In the Settings Menu, you have the option to pair the Thumper and configure the Thumper options.

Pairing Your Thumper

The Thumper communicates to the Unifi App via Bluetooth Low Energy (BLE), in the same manner as a wireless keyboard or mouse connects to your PC.

Once the Thumper has powered up, it will begin to receive signals from the Unifi devices. The Thumper doesn't need to be paired with the Unifi App for the Thumper to receive messages.

After the Thumper has powered up, it will display its name in the Unpaired Thumpers section of the Unifi App.

By default, the Thumper is named THUMPER, although this can be changed in the Thumper Settings menu.

Tapping on the Unpaired Thumper will display a prompt, "Are you sure you want to connect?" Once you have accepted the connection, you will receive an audio confirmation of the Thumper being connected, and the Blue LED will turn on.

You only need to pair the Thumper once with the Unifi App. After the Thumper has been paired, it will automatically pair with the Unifi App in the future (or if it disconnects because you walk out of range, it will automatically re-connect).

Note that only one Thumper is permitted to be connected at one time.

Once a Thumper is paired with the Unifi App, the Thumper may only be disconnected through the Unifi App.

If you cycle the power on your Thumper, it will make itself available to be paired with your Unifi App (note that the Thumper will automatically re-connect to any Unifi App previously paired with it, if in range.

To maintain a connection, keep your Thumper within 30 feet (10 meters) of your iPhone.

PAIRED THUMPERS

No paired Thumpers found

UNPAIRED THUMPERS

THUMP L

Ensu
swit
the
and
Thur
Thur
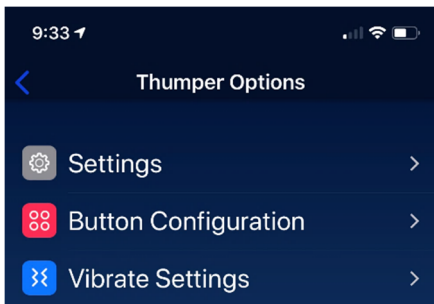is operational.

Unifi

Are you sure you want to connect
THUMP L?

Yes   No

If the Thumper is already paired, it will
automatically connect from the main
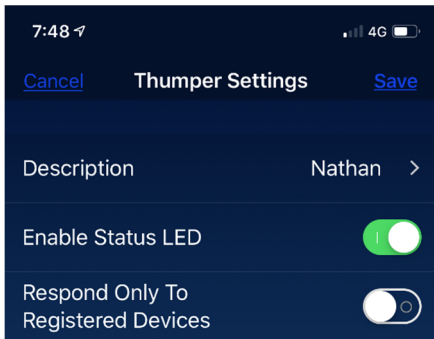screen.

Update Thumper Firmware

Thumper Options

There are three menus available in the Thumper Options: Settings, Button Configuration, and Vibrate Settings.

Settings

The Thumper Settings menu enables you to change the description of the Thumper, enable or disable the LED's on the Thumper and also to enable or disable the registered mode.

Description

You can rename your Thumper from the default name of "Thumper" to any name that you would prefer.

This allows you to uniquely identify your Thumper, in case you have multiple Thumpers or are working in an environment with numerous performers using Unifi close to you.

Enable Status LED

By default, the Thumper has three LED's: Red for power, Blue for Bluetooth and Green to indicate communications with Unifi devices.

All this is great if the Thumper is in your pocket as it makes it very easy to check that everything is functioning as you prepare for your gig. But the last thing you want is LED's flashing through your business shirt. So, we have an option for that: If you turn the "Enable Status LED" to the off position, then the LED's on the Thumper will remain off.

Registered Mode

One of the unique features in Unifi is to operate in "registered" or "unregistered" mode. If you want your Thumper to ONLY respond to your devices, then run the system in <u>registered</u> mode.

If you would like for your Thumper to respond to ANY Unifi device, then run the system in "<u>unregistered</u>" mode.

Every Unifi device contains an Electronic Serial Number (ESN); this

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allows individual devices to be assigned with your Thumper.

This is particularly useful if you are performing at a venue with multiple performers using Unifi, to prevent "cross-talk" between devices.

If you run the system in Registered Mode, you will need to register all your devices before the Thumper (and the Unifi App) will respond to them.

Note that if you are running in Registered Mode and would like to add a new device, then you will need to change to Unregistered Mode, register the device and then switch back to registered mode.

If you share an Unifi device with a friend (or have a backup system), then you can both register the device on your Unifi App.

Button Configuration

The Thumper includes four user-programmable buttons (meaning that you may specify what functions you would like each button to perform).

To assign a particular function, either touch the button label or tap the image of the button on the Thumper.

Cancel **Button Configurations** Save

Button 1	Clear All Predictions	›
Button 2	Send To Prevision	›
Button 3	Send To CUPP	›
Button 4	Send To Inject	›

UNIFI REMOTE

1   2

3   4

The Thumper contains four user configurable buttons, that you may program to perform different functions as required.

Each button may be assigned to one of the following options:

- None
- Play Audio
- Pause Audio
- Repeat Audio
- Vibrate iPhone
- Clear all predictions
- Send to Prevision
- Send to CUPP
- Send to Inject
- Send to Search
- Send to UTP

Refer to the Unifi App manual for a detailed overview of the functionality of the user-configurable buttons.

Vibrate Settings

The Thumper has an integrated vibrator that discreetly communicates signals to the performer.
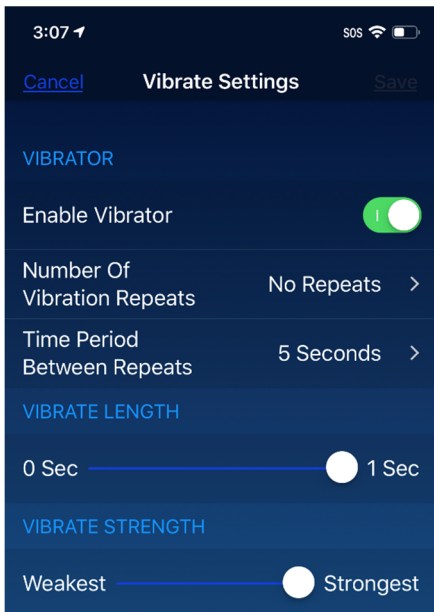
The Unifi devices transmit their signals multiple times, just in case there is interference that prevents the Thumper from receiving the message.

When an Unifi device detects a change in orientation, movement, or the presence of a magnetic field, then the signal is transmitted three times, at ten-second intervals.

If you think that you have missed a notification, wait ten seconds, and the device will transmit the message again.

Every event is uniquely coded, which prevents duplicate signals from being processed by the Thumper.

Enable Vibrator

The Enable Vibrator option will enable or disable the onboard vibrator on the Thumper.

Even with the vibrator disabled, the Thumper will continue to process events from Unifi devices, but will not vibrate to indicate the result.

If you are utilizing the Unifi App or the Apple Watch to notify you as to the status the events, then you may wish to disable the vibrator.

Number of Vibration Repeats

The Thumper may be programmed to repeat the vibrate sequences up to four additional times plus the original notification (i.e., a total of five vibrate sequences).

The Thumper will only vibrate the most recent event. For example, if the Dice has rolled a three and the number of repeats is four (at 15-second intervals), then this will take 60 seconds. If the Dice is rolled again within this time, then the latest result is vibrated, and the repeat sequence starts again.

Time Period between Vibrates

The time period between Vibrates is the time between successive vibrate signals. The time period is the gap between one vibrate sequence finishing and the next (repeated) vibrate sequence commencing.

Vibrate Length

The Vibrate Length allows you to adjust the amount of time the Thumper will vibrate. The longer the vibrate sequence is, the easier it is to feel, but at the expense of speed.

The default times are 0.2 of a second for a short vibrate, 0.6 of a second for a long vibrate with a 0.2-second pause between the vibrate signals.

There is a one-second gap between successive vibrate sequences.

Vibrate Strength

You can change the strength of the vibrate motor in the Thumper. The stronger the vibrate motor, the louder the vibrate motor is.

By default, the vibrate motor is set to the strongest vibrate sequence as the Thumper was developed to keep the noise levels to a minimum.

Third Party Integrations

The PMR Integration enables the Thumper to receive signals from legacy platforms and "translate" these signals into the Unifi platform.

Many of the legacy systems provide a limited amount of information about the sending device, generally only identifying the result and not identifying the type of device, the configuration of the device or the device color. As such, this information needs to be assigned manually.

For example, a Dice may send the result 1 through to 6, but it does not identify itself as a Dice nor identify its color.

As an example, if you had a white casino dice, then you would instruct Unifi to treat the received signals a dice, A casino dice (i.e., with pips – but this could have colors or emoji symbols instead) and also assign the color white to the dice.

When mapping a third party device to Unifi, you will need to specify the Secondary Device Type and the Device Color.

For example, if you are mapping a Dice or a Cube to Unifi, you will need to choose what "sort" of cube this is (e.g., Pip Dice, Rubiks Cube, Color Dice, ESP Symbols, Zodiac Symbols, etc.)

Help and Support

If you require any assistance, please contact our support hotline at support@illuminati-magic.com.

I would encourage you to register at our web site at www.illuminati-magic.com and our Facebook Group.

The full Unifi manual is available at www.illuminati-magic.com/unifi-online-help.html

You may download the Unifi App by scanning this Quick Reference Code:

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www.illuminati-magic.com