

Mapping Remote Control Devices for Raiden Story Player

This document describes the programmable mapping of GPI inputs to Story Player commands for remote device control.

The mapping defines which engine is controlled and which Story Player function is performed for each input.

The following topics are covered in this document:

[GPI Input Mapping](#)

[Single Engine-Type Operation](#)

[Multiple Engine-Type Operation](#)

[Default Button Assignments](#)

Prerequisites

- Familiarity with Opta script configuration and GPI-based control workflows is required.

GPI Input Mapping

Eight GPI inputs, managed by the Opta script, are available to control playback functions. The Opta script defines the RossTalk commands associated with each input. These commands are mapped to specific Story Player actions.

Each GPI input is mapped to a Story Player function. The assigned function and target engine are defined in the Story Creator configuration file and depend on the selected operating mode.

Button	GPI Input	Command
1	8001	Command 1
2	8002	Command 2
3	8003	Command 3
4	8004	Command 4
5	8005	Command 5
6	8006	Command 6
7	8007	Command 7
8	8008	Command 8

Single Engine-Type Operation

Single Engine-Type Operation applies when only one graphics engine (XPression or Voyager) is active.

In this mode, GPI inputs are mapped to Story Player functions without engine-specific assignments.

Button	GPI Input	Command
1	8001	FIRST
2	8002	Not Assigned
3	8003	CLEAR
4	8004	PREVIOUS
5	8005	NEXT
6	8006	LAST
7	8007	Not Assigned
8	8008	Not Assigned

Multiple Engine-Type Operation

Multiple Engine-Type Operation applies when both XPression and Voyager graphics engines are active.

In this mode, GPI inputs are mapped to Story Player functions for specific engines.

Button	GPI Input	Engine	Command
1	8001	Voyager	FIRST
2	8002	Voyager	NEXT
3	8003	Voyager	LAST
4	8004	XPression	FIRST
5	8005	XPression	NEXT
6	8006	XPression	LAST
7	8007	Voyager	PREVIOUS
8	8008	XPression	PREVIOUS

Default Button Assignments

Default button assignments define the mapping of GPI inputs to Story Player commands for each operating mode.

The default mappings for Single Engine-Type Operation and Multiple Engine-Type Operation are shown in the preceding sections.



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