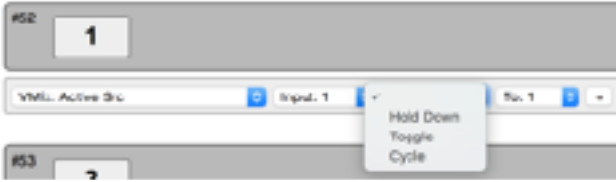
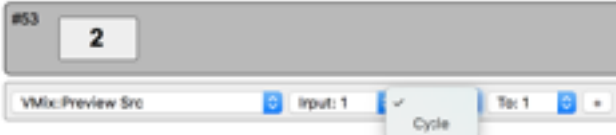

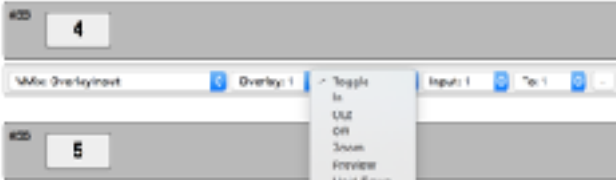


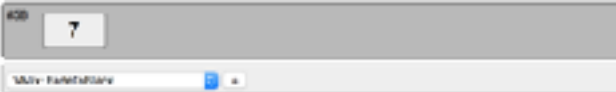

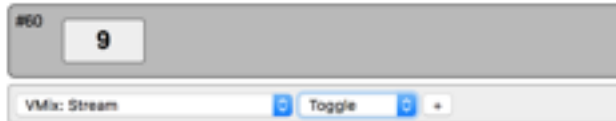
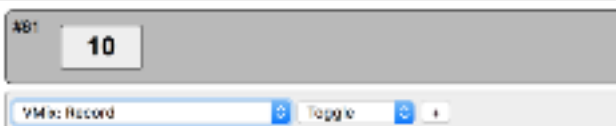





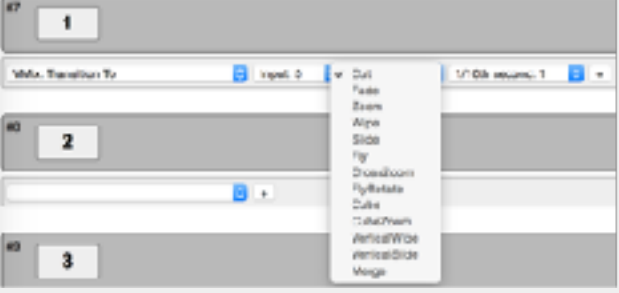


Device: vMix

This is a table of actions for vMix switcher software (needs vMix Bridge Application to work)

<p>Active Src</p> 	<p>Sets the active source in the Vmix software.</p> <p><i>Binary triggers:</i> Sets the source as active</p> <p><i>Pulse inputs:</i> Cycles through the active source from the set source, up to the source index set in the "To" menu.</p> <p><i>Binary outputs:</i> On when the set source is active</p> <p><i>Button colors:</i> Red if source is on active, otherwise dimmed.</p>
<p>Preview Src</p> 	<p>Sets the preview source in the Vmix software.</p> <p><i>Binary triggers:</i> Sets the source as preview</p> <p><i>Pulse inputs:</i> Cycles through the preview source from the set source, up to the source index set in the "To" menu.</p> <p><i>Binary outputs:</i> On when the set source is on preview</p> <p><i>Button colors:</i> Green if source is on preview, otherwise dimmed.</p>
<p>Prv/Act Src</p> 	<p>Sets the given source as preview/active</p> <p><i>Binary triggers:</i> Single press sets the source to preview if it is not already active. Long press puts the source on active.</p> <p><i>Pulse inputs:</i> Cycles through the preview source from the set source, up to the source index set in the "To" menu.</p> <p><i>Binary outputs:</i> Blinking when the source is on preview, on when it is on active, and off otherwise.</p> <p><i>Button colors:</i> Red when active, green when on preview, and dimmed otherwise.</p>
<p>Overlay Input</p> 	<p><i>Binary triggers:</i> Activates a given overlay for the set input.</p> <p><i>Pulse inputs:</i> Toggles the overlay on the set source. If set to "Preview", the overlay is cycled over the sources between Input-To</p> <p><i>Binary outputs:</i> On when the given overlay is active on the set source.</p> <p><i>Button colors:</i> Highlighted when the overlay is active, otherwise dimmed.</p>
<p>Cut</p> 	<p><i>Binary triggers:</i> Performs a CUT action</p> <p><i>Pulse inputs:</i> Same as binary trigger</p> <p><i>Binary outputs:</i> -</p> <p><i>Button colors:</i> -</p>
<p>Fade</p> 	<p><i>Binary triggers:</i> Performs the user specified transition in Vmix with the set style.</p> <p><i>Pulse inputs:</i> Same as binary trigger</p> <p><i>Binary outputs:</i> -</p> <p><i>Button colors:</i> -</p>

<p>Fade to Black (FTB)</p> 	<p><i>Binary triggers:</i> Toggles fade-to-black</p> <p><i>Pulse inputs:</i> Same as binary trigger</p> <p><i>Binary outputs:</i> On when fade-to-black is active</p> <p><i>Button colors:</i> Follows binary output: Highlighted, when on.</p>
<p>Transition Rate</p> 	<p>Not fully implemented</p> <p><i>Binary triggers:</i> Sets the given transition rate for the set user transition</p> <p><i>Pulse inputs:</i></p> <p><i>Binary outputs:</i></p> <p><i>Button colors:</i> Follows binary output: Highlighted, when on.</p>
<p>Stream</p> 	<p><i>Binary triggers:</i> Toggles streaming</p> <p><i>Pulse inputs:</i> Same as binary triggers</p> <p><i>Binary outputs:</i> On when streaming is active</p> <p><i>Button colors:</i> Follows binary output: Highlighted, when on.</p>
<p>Record</p> 	<p><i>Binary triggers:</i> Toggles recording</p> <p><i>Pulse inputs:</i> Same as binary triggers</p> <p><i>Binary outputs:</i> On when recording is active</p> <p><i>Button colors:</i> Follows binary output: Highlighted, when on.</p>
<p>Transition Position</p> 	<p><i>Analog input:</i> Sets the transition position</p> <p><i>Binary triggers:</i> Resets the transition position to 0</p>
<p>Change Value</p> 	<p>Have been implemented - description coming soon</p>
<p>Count Down</p> 	<p>Have been implemented - description coming soon</p>
<p>Replay Setup</p> 	<p>Have been implemented - description coming soon</p>

<p>Replay</p> 	<p><i>Have been implemented - description coming soon</i></p>
<p>Transition To</p> 	<p><i>Have been implemented - description coming soon</i></p>



