Device: vMix

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

Active Src #52 — **1** VMix: Active Src — Input: 1 — ✓ Hold Down / Toggle / Cycle — To: 1 — + #53 — 2	Sets the active source in the Vmix software. *Binary triggers:* Sets the source as active *Pulse inputs:* Cycles through the active source from the set source, up to the source index set in the "To" menu. *Binary outputs*: On when the set source is active *Button colors:* Red if source is on active, otherwise dimmed.
Preview Src #53 — **2** VMix: Preview Src — Input: 1 — ✓ Cycle — To: 1 — +	Sets the preview source in the Vmix software. *Binary triggers:* Sets the source as preview *Pulse inputs:* Cycles through the preview source from the set source, up to the source index set in the "To" menu. *Binary outputs:* On when the set source is on preview *Button colors:* Green if source is on preview, otherwise dimmed.
Prv/Act Src #54 — **3** VMix: Prv/Act Src — Input: 1 — ✓ Cycle — To: 1 — +	Sets the given source as preview/active *Binary triggers:* Single press sets the source to preview if it is not already active. Long press puts the source on active. *Pulse inputs:* Cycles through the preview source from the set source, up to the source index set in the "To" menu. *Binary outputs:* Blinking when the source is on preview, on when it is on active, and off otherwise. *Button colors:* Red when active, green when on preview, and dimmed otherwise.
Overlay Input #55 — **4** VMix: OverlayInput — Overlay: 1 — ✓ Toggle / In / Out / Off / Zoom / Preview / Hold Down — Input: 1 — To: 1 — + #56 — 5	*Binary triggers:* Activates a given overlay for the set input. *Pulse inputs:* Toggles the overlay on the set source. If set to "Preview", the overlay is cycled over the sources between Input-To Binary outputs: On when the given overlay is active on the set source. *Button colors:* Highlighted when the overlay is active, otherwise dimmed.
Cut #56 — **5** VMix: Cut — +	*Binary triggers:* Performs a CUT action *Pulse inputs:* Same as binary trigger *Binary outputs:* - *Button colors:* -
Fade #57 — **6** VMix: Fade — Style: 1 — +	*Binary triggers:* Performs the user specified transition in Vmix with the set style. *Pulse inputs:* Same as binary trigger *Binary outputs:* - *Button colors:* -

Fade to Black (FTB)

#58

7

VMix: FadeToBlack | +

Binary triggers: Toggles fade-to-black

Pulse inputs: Same as binary trigger

Binary outputs: On when fade-to-black is active

Button colors: Follows binary output: Highlighted, when on.

Transition Rate

#59

8

VMix: Transition Rate | Style: 1 | 1/10th second: 1 | +

Not fully implemented

Binary triggers: Sets the given transition rate for the set user transition

Pulse inputs:

Binary outputs:

Button colors: Follows binary output: Highlighted, when on.

Stream

#60

9

VMix: Stream | Toggle | +

Binary triggers: Toggles streaming

Pulse inputs: Same as binary triggers

Binary outputs: On when streaming is active

Button colors: Follows binary output: Highlighted, when on.

Record

#61

10

VMix: Record | Toggle | +

Binary triggers: Toggles recording

Pulse inputs: Same as binary triggers

Binary outputs: On when recording is active

Button colors: Follows binary output: Highlighted, when on.

Transition Position

#127

Slider

VMix: Transition Pos | +

Analog input: Sets the transition position

Binary triggers: Resets the transition position to 0

Change Value

#7

1

VMix: Change Value | Input: 1 | Index: 0 | Inc | 0 | +

Have been implemented - description comming soon

Count Down

#7

1

VMix: CountDown | Input: 1 | Index: 0 | ✓ Toggle / Start / Pause / Stop+Reset

#8

Have been implemented - description comming soon

Replay Setup

#7

1

VMix: Replay Setup | Seconds: 5 | x1/4 | +

Have been implemented - description comming soon

Replay

#7

1

VMix: Replay +

Have been implemented - description comming soon

Transition To

#7

1

| VMix: Transition To | Input: 5 | | Cut ✓ | 1/10th second: 1 | + |

Cut ✓
Fade
Zoom
Wipe
Slide
Fly
CrossZoom
FlyRotate
Cube
CubeZoom
VerticalWipe
VerticalSlide
Merge

#8

2

+

#9

3

Have been implemented - description comming soon