


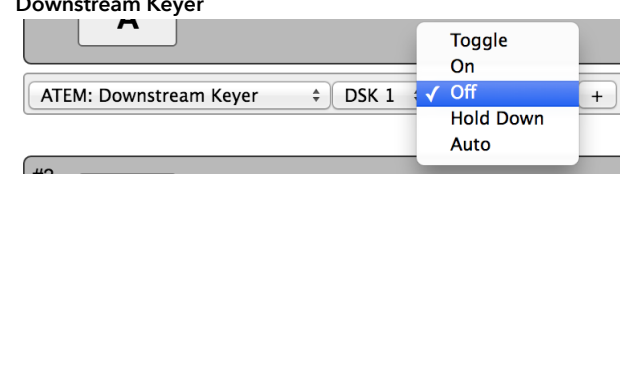
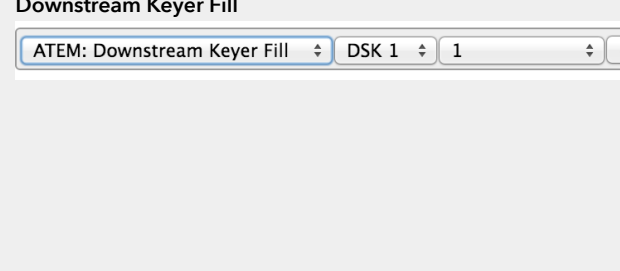
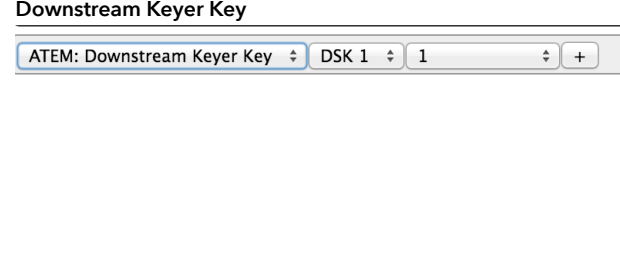

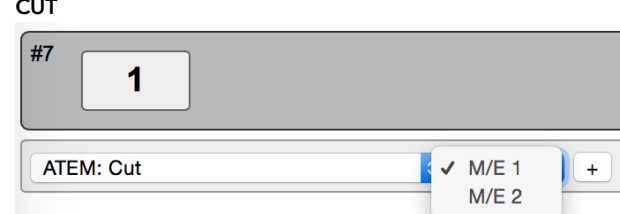
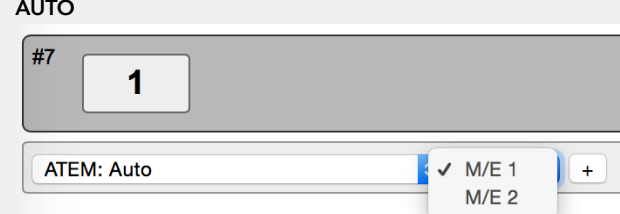


Device: ATEM Actions

This is a table of actions for BlackMagic Design ATEM Switchers

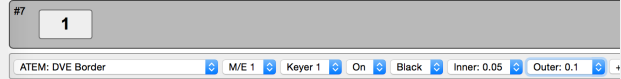


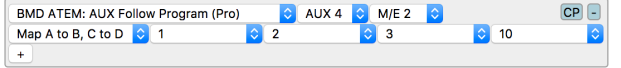
<p>Program Src</p> 	<p>Sets Program Source on the given M/E row.</p> <p><i>Binary triggers:</i> Sets the selected source on Program. If Hold Down is selected, the source will fall back to the previous source whenever the trigger is released. Toggle will select the source, but on a subsequent trigger, it will fall back to the previous value. If Cycle mode is selected, a trigger will set the next source on Program (corresponds to a single pulse input). Hold Group A+B works like "Hold Down" but adds the previous source to a queue from which the fall back value is pulled when the button is released.</p> <p><i>Pulse inputs:</i> Will cycle through and set the possible sources for Program limited by the selected source and not including Black, unless Black is selected as source in which case all possible sources are traversed.</p> <p><i>Binary outputs:</i> On when actual Program Src matches selected source (or when trigger is held in Cycle mode)</p> <p><i>Button colors:</i> Will be red when Program Src matches selected source, otherwise dim. In Cycle mode color will be highlighted when button is held down.</p>
<p>Preview Src</p> 	<p>Sets Preview Source on the given M/E row.</p> <p><i>Binary triggers:</i> Sets the selected source on Program. If Hold Down is selected, the source will fall back to the previous source whenever the trigger is released. Toggle will select the source, but on a subsequent trigger, it will fall back to the previous value. If Cycle mode is selected, a trigger will set the next source on Program (corresponds to a single pulse input). Hold Group A+B works like "Hold Down" but adds the previous source to a queue from which the fall back value is pulled when the button is released.</p> <p><i>Pulse inputs:</i> Will cycle through and set the possible sources for Preview limited by the selected source and not including Black, unless Black is selected as source in which case all possible sources are traversed.</p> <p><i>Binary outputs:</i> On when actual Preview Src matches selected source (or when trigger is held in Cycle mode)</p> <p><i>Button colors:</i> Will be green when Program Src matches selected source, otherwise dim. In Cycle mode color will be highlighted when button is held down.</p>
<p>Prv/Prg Src</p> 	<p>Set Preview Source on the given M/E row and if the trigger is held down for more than 1 second, it will perform a Cut action too.</p> <p><i>Binary inputs:</i> Sets the select source on Preview. If Cycle mode is selected, a trigger will set the next source on Preview (corresponds to a single pulse input) when released unless the button is held until a Cut is performed in which case no new Preview source is selected.</p> <p><i>Pulse inputs:</i> Will cycle through and set the possible sources for Preview limited by the selected source and not including Black, unless Black is selected as source in which case all possible sources are traversed.</p> <p><i>Binary outputs:</i> On when actual Preview source or Program source matches the selected source (or when trigger is held in Cycle mode)</p> <p><i>Button colors:</i> Will be red or green when Program or Preview Src matches selected source, otherwise dim. In Cycle mode color will be highlighted when button is held down. For mono-color buttons, the button will blink when the source is on preview (normally green on a multicolor button).</p>

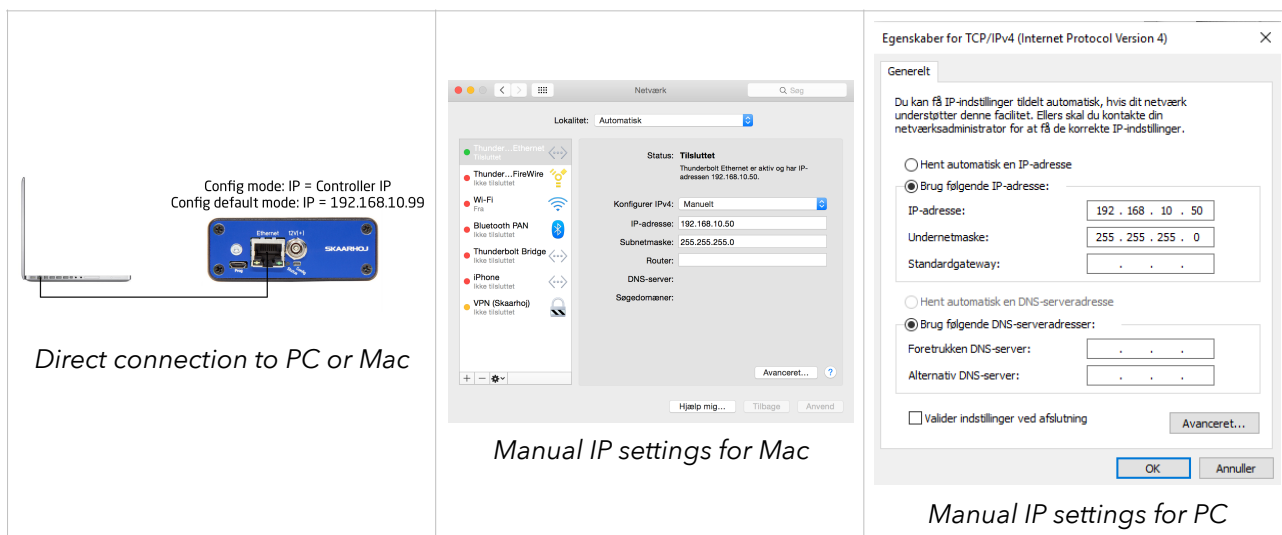
<h3>AUX Output Src</h3> <div> <div>ATEM: AUX Output Src</div> <div>AUX 1</div> <div>3</div> <div> <div>Hold Down</div> <div>Toggle</div> <div>Hold Group A</div> <div>Hold Group B</div> <div>Cycle</div> </div> </div>	<p>Set AUX source on the given AUX bus.</p> <p>Binary inputs: Sets the select source on the AUX bus. If Hold Down is selected, the source will fall back to the previous source whenever the trigger is released. Toggle will select the source, but on a second trigger, it will fall back to the previous value. Hold Groups will fall back to a previous source for a group of triggers using a queue system and finally to the first previous value before any trigger in the group was activated. If Cycle mode is selected, a trigger will set the next source on the AUX bus (corresponds to a single pulse input).</p> <p>Pulse inputs: Will cycle through and set the possible sources for AUX limited by the selected source and not including Black, unless Black is selected as source in which case all possible sources are traversed.</p> <p>Binary outputs: On when actual AUX bus source matches selected source (or when trigger is held in Cycle mode)</p> <p>Button colors: will be highlighted when AUX bus source matches selected source, otherwise dim. In Cycle mode color will be highlighted when button is held down.</p>
<h3>Upstream Keyer</h3> <div> <div>ATEM: Upstream Keyer</div> <div>M/E 1</div> <div>Keyer 1</div> <div> <div>Toggle</div> <div>On</div> <div>Off</div> <div>Hold Down</div> <div>Auto</div> </div> </div> <div>#2</div>	<p>Turns upstream keyers on and off</p> <p>Binary inputs: If Toggle mode, the given upstream keyer is turned on/off successively. If On or Off the upstream keyer is set On or Off respectively. Hold Down will turn the keyer on as long as the trigger is held. Auto will fade in the keyer (still pending as of June 2016)</p> <p>Pulse inputs: Will turn on/off</p> <p>Binary outputs: Follows highlighted button color.</p> <p>Button colors: Will be highlighted if the keyers state corresponds to the selected mode. For most modes except "Off" this means the color will be highlighted (but for Off a button is highlight in case the keyer is actually off)</p>
<h3>Upstream Keyer Fill</h3> <div> <div>ATEM: Upstream Keyer Fill</div> <div>M/E 1</div> <div>Keyer 1</div> <div>1</div> <div>+</div> </div>	<p>Selects the fill source for Upstream Keyer</p> <p>Binary inputs: Sets the selected source.</p> <p>Pulse inputs: Cycles through the available sources. Press and hold will reset to the selected source.</p> <p>Binary outputs: On if current keyer source is the selected source.</p> <p>Button colors: Will be highlighted if current keyer source is the selected source.</p>
<h3>Upstream Keyer Key</h3> <div> <div>ATEM: Upstream Keyer Key</div> <div>M/E 1</div> <div>Keyer 1</div> <div>1</div> <div>+</div> </div>	<p>Selects the key source for Upstream Keyer</p> <p>Binary inputs: Sets the selected source.</p> <p>Pulse inputs: Cycles through the available sources. Press and hold will reset to the selected source.</p> <p>Binary outputs: On if current keyer source is the selected source.</p> <p>Button colors: Will be highlighted if current keyer source is the selected source.</p>

<p>Downstream Keyer</p> 	<p>Turns downstream keyers on and off</p> <p><i>Binary inputs:</i> If Toggle mode, the given downstream keyer is turned on/off successively. If On or Off the downstream keyer is set On or Off respectively. Hold Down will turn the keyer on as long as the trigger is held. Auto will fade in the keyer.</p> <p><i>Pulse inputs:</i> Will turn on/off</p> <p><i>Binary outputs:</i> Follows highlighted button color</p> <p><i>Button colors:</i> Will be highlighted if the keyers state corresponds to the selected mode. For most modes except "Off" this means the color will be highlighted (but for Off a button is highlight in case the keyer is actually off)</p>
<p>Downstream Keyer Fill</p> 	<p>Selects the fill source for Downstream Keyer</p> <p><i>Binary inputs:</i> Sets the selected source.</p> <p><i>Pulse inputs:</i> Cycles through the available sources. Press and hold will reset to the selected source.</p> <p><i>Binary outputs:</i> On if current keyer source is the selected source.</p> <p><i>Button colors:</i> Will be highlighted if current keyer source is the selected source.</p>
<p>Downstream Keyer Key</p> 	<p>Selects the key source for Downstream Keyer</p> <p><i>Binary inputs:</i> Sets the selected source.</p> <p><i>Pulse inputs:</i> Cycles through the available sources. Press and hold will reset to the selected source.</p> <p><i>Binary outputs:</i> On if current keyer source is the selected source.</p> <p><i>Button colors:</i> Will be highlighted if current keyer source is the selected source.</p>
<p>MP Still</p> 	<p><i>Have been implemented - description coming soon</i></p>
<p>CUT</p> 	<p><i>Have been implemented - description coming soon</i></p>
<p>AUTO</p> 	<p><i>Have been implemented - description coming soon</i></p>

<p>Fade to Black (FTB)</p> <p>#7 1</p> <p>ATEM: FTB</p> <p>M/E 1 M/E 2</p>	<p>Have been implemented - description coming soon</p>
<p>Transition Style</p> <p>#7 1</p> <p>ATEM: Transition Style</p> <p>M/E 1</p> <p>Cycle Mix Dip Wipe Stinger DVE</p> <p>#8 2</p>	<p>Have been implemented - description coming soon</p>
<p>Macro</p> <p>#7 1</p> <p>ATEM: Play Macro</p> <p>1</p> <p>Play Stop Toggle Hold Down Cycle</p> <p>#8 2</p>	<p>Have been implemented - description coming soon</p>
<p>Audio</p> <p>#7 1</p> <p>ATEM: Audio</p> <p>1</p> <p>On AFV Solo</p>	<p>Have been implemented - description coming soon</p>
<p>Audio Volume</p> <p>#7 1</p> <p>ATEM: Audio Volume</p> <p>1</p>	<p>Have been implemented - description coming soon</p>
<p>Audio Balance</p> <p>#7 1</p> <p>ATEM: Audio Balance</p> <p>1</p>	<p>Have been implemented - description coming soon</p>
<p>Transition Rate</p> <p>#7 1</p> <p>ATEM: Transition Rate</p> <p>M/E 1</p> <p>Cycle Mix Dip Wipe DVE FTB DSK1 DSK2</p> <p>Frames: 1</p> <p>#8 2</p>	<p>Have been implemented - description coming soon</p>

<p>Iris</p> <p>#7 1</p> <p>ATEM: Iris Cam 1 Limiter A Scaler A +</p>	<p>Changes iris value for the selected camera.</p> <p>Binary inputs: Will trigger auto iris Pulse inputs: Changes the value up/down. Analog inputs: Set the value between 0-100% Displays: Will show the current value</p> <p>Values: - Select Camera 1-10. If you choose Mem A-D, the camera value will be taken from the value of this memory register.</p>
<p>Focus</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Sensor Gain</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Shutter</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>White Balance</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Lift</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Gamma</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Gain</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Hue</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Contrast</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Saturation</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Bars</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Detail</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>CCU Reset</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Video Tally</p> <p>#7 1</p> <p>ATEM: Video Tally Black Program Preview Prog/Prev +</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Audio Tally</p> <p>#7 1</p> <p>ATEM: Audio Tally 1 +</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Picture-In-Picture (PIP)</p> <p>#7 1</p> <p>ATEM: PIP M/E 1 Keyer 1 1 Lower Right Toggle On Off Hold Down Auto +</p> <p>#8 2</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Digital Zoom</p> <p>#7 1</p> <p>ATEM: Digital Zoom M/E 1 Keyer 1 Position Scaling +</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>DVE Size</p> <p>#7 1</p> <p>ATEM: DVE Size M/E 1 Keyer 1 X: Y: Y: 0.0 Y: 0.05 Y: 0.1 Y: 0.15 Y: 0.2 +</p> <p>#8 2</p>	<p><i>Have been implemented - description coming soon</i></p>
<p>DVE Position</p> <p>#7 1</p> <p>ATEM: DVE Position M/E 1 Keyer 1 X: Y: Y: -35 Y: -34 Y: -33 +</p>	<p><i>Have been implemented - description coming soon</i></p>

DVE Boarder 	<p><i>Have been implemented - description coming soon</i></p>
DVE Fill Source 	<p><i>Have been implemented - description coming soon</i></p>
Hold Group Defaults 	<p>Configuration of a fixed Hold Group default source - the source that a Hold Group queue will fall back to.</p> <p>If you are using Hold Groups with very quick triggers you may experience that the original source was not correctly picked up due to the timing gap between a command is sent and to the ATEM reports back the new value. With this configuration value you are guaranteed that the fall back will always be a particular source.</p> <p>This action does not depend on any trigger from the HWC, it will always be evaluated if inside the proper state and shift levels. Has a transparent return value.</p>
AUX Follow Mode 	<p>Forces an AUX channel to follow the Program output of an M/E.</p> <p>The Mapping function allows you to exclude certain sets of sources. "Map A,B,C to D" means the sources entered in the following 3 drop downs (1,2, and 3 in the screenshot) will map to the forth source (10 in the screenshot). "Map A to B, C to D" means that the first source maps to the second and the third to the forth (in the example screenshot this would be 1 -> 2 and 3 -> 10).</p> <p>This action does not depend on any trigger from the HWC, it will always be evaluated if inside the proper state and shift levels. The way you could enable / disable this function is by placing it in a given shift level or state. Has a transparent return value.</p>



About ATEM Audio, Video and Camera Sources

Whenever you can select audio, video and camera sources you will find special options in the drop down:

- Whenever you see "Mem A"- "Mem D" it means the source selected will be the one from the list which the given memory register value currently points to, starting the counting from zero. For example, if Mem A is 21, the source will be "Bars" because it's element number 22 in the list (and the first element, "Black", has number 0).
- For video sources, selecting AUX1-6 means the source will be whatever source is currently on AUX1-6. This will be dynamically evaluated.
- For video sources, selecting MVx/y means the source will be whatever source is currently on the multiviewer "x" (1 or 2) in window number "y". This will be dynamically evaluated.
- For camera sources, "Mem A"- "Mem D" will not point to the list, but simply refer to the camera number.