

# Device: vMix

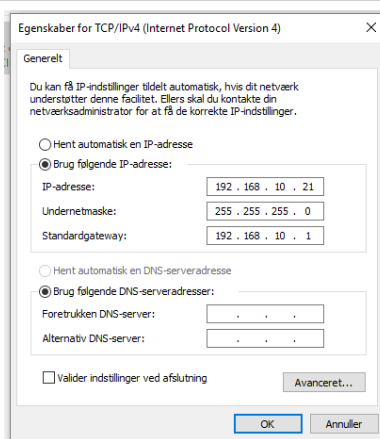


## Introduction

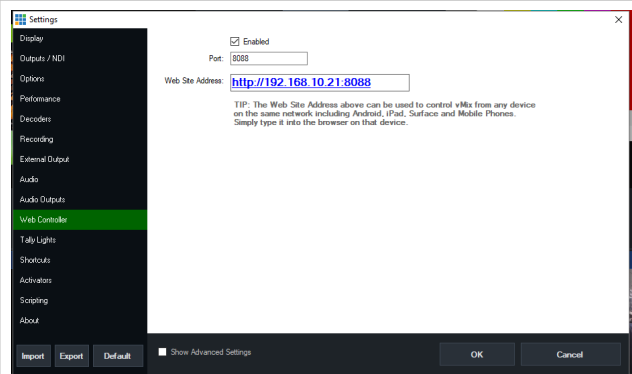
vMix can be controlled by installing the vMix Device Core on your UniSketch OS based SKAARHOJ controller and by utilising the vMix Bridge Application. The vMixBridge software is required at this stage in order to bridge communication between a SKAARHOJ unit and the vMix application. Please download the vMixBridge at [www.skaarhoj.com/support/device-cores/vmix/](http://www.skaarhoj.com/support/device-cores/vmix/)

**Notice:** Additional features have been added to the vMix Device Core with UniSketch OS v. 2.2.123 and in order for working communication between vMix and your SKAARHOJ controller you need the vMixBridge v1.2 installed (updated November 2018)

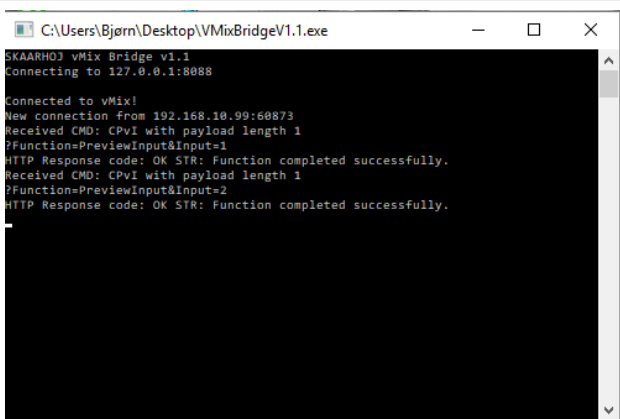
Control of vMix have been tested on vMix version 21.0.0.58 (x64) on Windows 10.



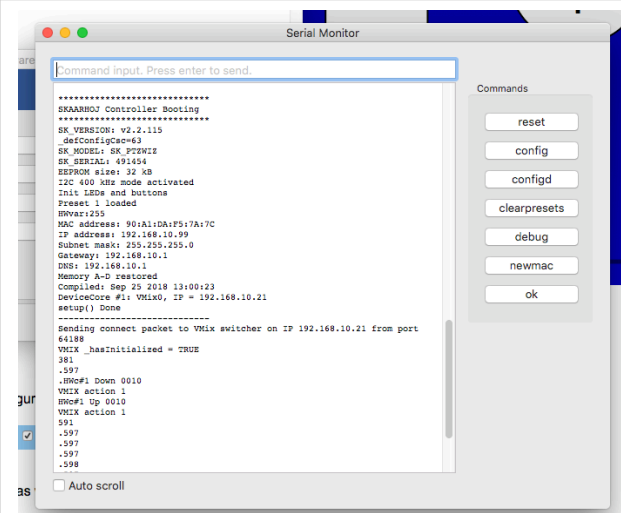
Set fixed IP on computer to match vMix Device Core IP address



You can check IP settings in vMix - Settings - Web Controller



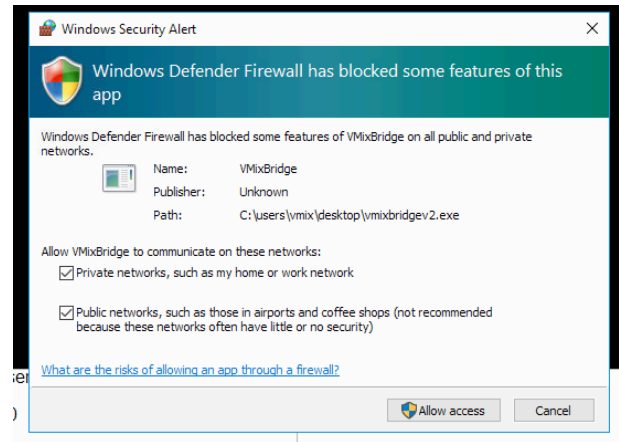
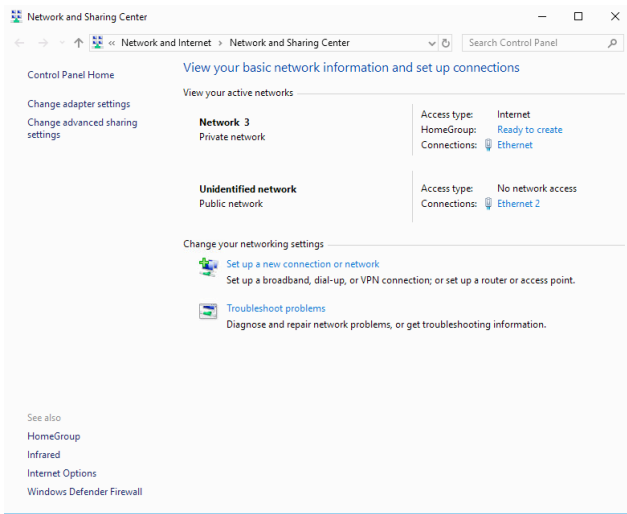
Open vMix and vMixBridge. When SKAARHOJ controller connects the vMixBridge will report "New connection from ..."



Check connection have been established in serial monitor. Connection is confirmed by "VMIX\_hasInitialized = True"

## A note on Windows Defender Firewall

In order for the vMixBridge application to work properly you need to make sure the application is granted access to either your Private Network or your Public Network dependent on which network the SKAARHOJ controller is connected to.



## Audio Control

Some audio features have been integrated in the Device Core. Currently a few of them are bugged with wrong description in the display and poor performance for audio volume adjustment on encoders. If audio control is utilised on i.e a Wave Board we currently have a resource issue with the controller acting slow/poor when more than ~4 audio channels are receiving audio feedback.

This is an excerpt of the list of vMix related actions.



This is a table of actions for vMix switcher software

<p><b>Active Src</b></p> <p>#52 <b>1</b></p> <p>VMix: Active Src Input: 1 To: 1</p> <p>#53 <b>2</b></p> <p>Hold Down Toggle Cycle</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><b>Preview Src</b></p> <p>#53 <b>2</b></p> <p>VMix: Preview Src Input: 1 To: 1</p> <p>Cycle</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><b>Prv/Act Src</b></p> <p>#54 <b>3</b></p> <p>VMix: Prv/Act Src Input: 1 <span>✓</span> To: 1 <span>+</span></p> <p>Cycle</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><b>Overlay Input</b></p> <p>#55 <b>4</b></p> <p>VMix: OverlayInput Overlay: 1 <span>✓</span> Input: 1 <span>+</span> To: 1 <span>+</span></p> <p>#56 <b>5</b></p> <p>Toggle In Out Off Zoom Preview Hold Down</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><b>Cut</b></p> <p>#56 <b>5</b></p> <p>VMix: Cut <span>+</span></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><b>Fade</b></p> <p>#57 <b>6</b></p> <p>VMix: Fade Style: 1 <span>+</span></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><b>Fade to Black (FTB)</b></p> <p>#58 <b>7</b></p> <p>VMix: FadeToBlack <span>+</span></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><b>Transition Rate</b></p> <p>#59 <b>8</b></p> <p>VMix: Transition Rate Style: 1 1/10th second: 1 <span>+</span></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><b>Stream</b></p> <p>#60 <b>9</b></p> <p>VMix: Stream Toggle <span>+</span></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><b>Record</b></p> <p>#61 <input type="text" value="10"/></p> <p>VMix: Record <input type="button" value="Toggle"/> <input type="button" value="+"/></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><b>Transition Position</b></p> <p>#127 <input type="text" value="Slider"/></p> <p>VMix: Transition Pos <input type="button" value="+"/></p>	<p><i>Analog input:</i> Sets the transition position</p> <p><i>Binary triggers:</i> Resets the transition position to 0</p>
<p><b>Change Value</b></p> <p>#7 <input type="text" value="1"/></p> <p>VMix: Change Value <input type="button" value="Input: 1"/> <input type="button" value="Index: 0"/> <input type="button" value="Inc"/> <input type="button" value="0"/> <input type="button" value="+"/></p>	<p><i>Have been implemented - description coming soon</i></p>
<p><b>Count Down</b></p> <p>#7 <input type="text" value="1"/></p> <p>VMix: CountDown <input type="button" value="Input: 1"/> <input type="button" value="Index: 0"/> <input checked="" type="button" value="Toggle"/> <input type="button" value="Start"/> <input type="button" value="Pause"/> <input type="button" value="Stop+Reset"/></p> <p>#8 <input type="text" value=""/></p>	<p><i>Have been implemented - description coming soon</i></p>
<p><b>Replay Setup</b></p> <p>#7 <input type="text" value="1"/></p> <p>VMix: Replay Setup <input type="button" value="Seconds: 5"/> <input type="button" value="x1/4"/> <input type="button" value="+"/></p>	<p><i>Have been implemented - description coming soon</i></p>
<p><b>Replay</b></p> <p>#7 <input type="text" value="1"/></p> <p>VMix: Replay <input type="button" value="+"/></p>	<p><i>Have been implemented - description coming soon</i></p>
<p><b>Transition To</b></p> <p>#7 <input type="text" value="1"/></p> <p>VMix: Transition To <input type="button" value="Input: 5"/> <input checked="" type="button" value="Cut"/> <input type="button" value="1/10th second: 1"/> <input type="button" value="+"/></p> <p>#8 <input type="text" value="2"/></p> <p>#9 <input type="text" value="3"/></p> <p> <input type="button" value="Fade"/> <input type="button" value="Zoom"/> <input type="button" value="Wipe"/> <input type="button" value="Slide"/> <input type="button" value="Fly"/> <input type="button" value="CrossZoom"/> <input type="button" value="FlyRotate"/> <input type="button" value="Cube"/> <input type="button" value="CubeZoom"/> <input type="button" value="VerticalWipe"/> <input type="button" value="VerticalSlide"/> <input type="button" value="Merge"/> </p>	<p><i>Have been implemented - description coming soon</i></p>

<p><b>Replay Set</b></p> <p>#25 <b>m1</b></p> <p><b>Normal</b> <span>INS CP</span></p> <p>VMix: Replay Set <span>✓ In Out Cancel</span> <span>+</span></p>	<p><i>Binary triggers:</i> Set Mark In/Out or cancel for replay</p>
<p><b>Trigger Shortcut</b></p> <p>#25 <b>m1</b></p> <p><b>Normal</b> <span>INS CP</span></p> <p>VMix: Trigger Shortcut <span>✓ B C D E F G H I</span> <span>+</span></p>	<p><i>Binary triggers:</i> Trigger a shortcut defined in vMix software</p>