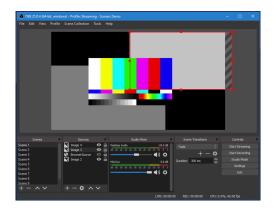
# Device: Open Broadcast Software (OBS)



## Introduction

A select number of parameters in the software based video switcher application OBS Studio can be controlled from a SKAARHOJ control panel. This document gives you an overview of possible control parameters.

The implementation have been done on version 26.0.

# **SKAARHOJ DEVICE CORES**

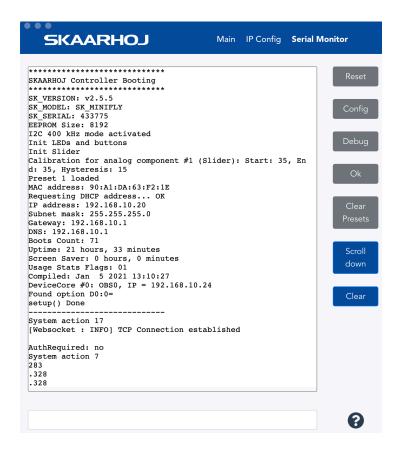
# Setting up WebSocket Support

The OBS WebSocket Plug-in is required to establish a connection between the controller and OBS.

The plug-in is available on the Github Repository Palakis/obs-websocket: https://github.com/Palakis/obs-websocket/releases

## Connection

Connection status to OBS is shown in the serial monitor.



## SKAARHOJ DEVICE CORES

This is a overview of the actions implemented in the OBS Device Core

**OBS: Scene** 

**OBS: Record** 

**OBS: Stream** 

This is a table of actions for the OBS Device Core

