

Device: vMix



Introduction

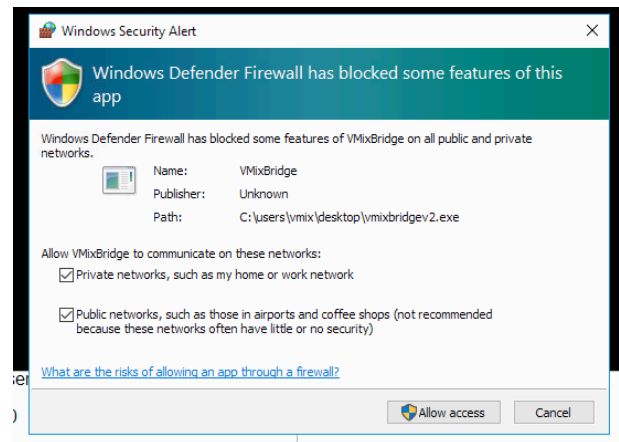
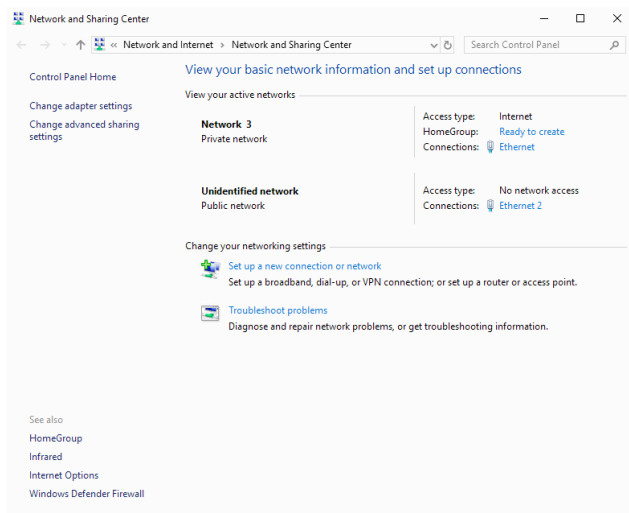
vMix can be controlled by installing the vMix 2.0 Device Core on your UniSketch OS based SKAARHOJ controller and by using the vMix Proxy. The vMix Proxy software is required at this stage in order to bridge communication between a SKAARHOJ unit and the vMix application. Please download the Software at <https://www.skaarhoj.com/support/device-cores/vmix-2.0/>

Notice: Control of vMix have been tested on vMix version 23.0.0.67 (x64) and 24.0.0.37 (x64) on Windows 10. We have not tested with versions above and can not guarantee all functions will work the same with each new version. (Updated February 2021)

<p>Set fixed IP on computer to match vMix Device Core IP address</p>	<p>You can check IP settings in vMix - Settings - Web Controller</p>
<p>Open vMix and vMix Proxy. When SKAARHOJ controller connects the vMix Proxy will the number of connected clients change</p>	<p>Check connection have been established in serial monitor. Connection is confirmed when it state "Connected to Vmix proxy"</p>

A note on Windows Defender Firewall

In order for the vMix Proxy 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.



Known issues:

Here is some of the issues we are aware of, we hope to solve later:

- The device core will not work along side other device cores
- The Device core use a new build system. Please make sure your SKAARHOJUpdater is version 1.0.6 or newer.
- Controller freeze if HWC 25 contains an Out action
- If audio control is used 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.

- vMix 2.0: Active Source
- vMix 2.0: Preview Source
- vMix 2.0: Preview/Active Source
- vMix 2.0: Out
- vMix 2.0: Overlay
- vMix 2.0: Overlay Input
- vMix 2.0: MultiView Overlay
- vMix 2.0: MultiView Source
- vMix 2.0: Cut
- vMix 2.0: Cut Direct
- vMix 2.0: FTB
- vMix 2.0: Video Tally
- vMix 2.0: Record
- vMix 2.0: Stream
- vMix 2.0: External
- vMix 2.0: MultiCorder
- vMix 2.0: PlayList
- vMix 2.0: PlayList: Navigate
- vMix 2.0: PlayList: Select Playlist
- vMix 2.0: Transition
- vMix 2.0: Transition: Style
- vMix 2.0: Transition: Duration
- vMix 2.0: Transition: Position
- vMix 2.0: Trigger Shortcut
- vMix 2.0: Audio: Volume
- vMix 2.0: Audio: Level Indicator
- vMix 2.0: Audio: Balance
- vMix 2.0: Audio: Mute
- vMix 2.0: Audio: Solo
- vMix 2.0: Audio: Audio Plugin
- vMix 2.0: Audio: Automatically Mix Audio
- vMix 2.0: Audio: Output Bus
- vMix 2.0: Video Call: Audio Source
- vMix 2.0: Video Call: Video Source
- vMix 2.0: Replay
- vMix 2.0: Replay: Speed
- vMix 2.0: Replay: Duration
- vMix 2.0: Replay: Mark Point
- vMix 2.0: Replay: Jog
- vMix 2.0: Replay: Shuttle
- vMix 2.0: Replay: Events Bank
- vMix 2.0: Replay: Camera
- vMix 2.0: Replay: Move Event
- vMix 2.0: Replay: Copy Event
- vMix 2.0: Replay: Live
- vMix 2.0: Replay: Direction
- vMix 2.0: Replay: Record
- vMix 2.0: Replay: Jump To Now
- vMix 2.0: Replay: Event Position
- vMix 2.0: Replay: Playback
- vMix 2.0: Replay: Select Channel

This is a table of actions for vMix switcher software

<div><div>Active Src</div><div><div>#52</div><div>1</div></div><div><div>VMix: Active Src</div><div>Input: 1</div><div>Hold Down</div><div>Toggle</div><div>Cycle</div><div>To: 1</div></div><div>#53</div><div>2</div></div>	<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>
<div><div>Preview Src</div><div><div>#53</div><div>2</div></div><div><div>VMix: Preview Src</div><div>Input: 1</div><div>Cycle</div><div>To: 1</div></div></div>	<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>#54 3</p> <p>VMix: Prv/Act Src Input: 1 Cycle To: 1 +</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>#55 4</p> <p>VMix: OverlayInput Overlay: 1 Input: 1 To: 1 +</p> <p>#56 5</p> <p>VMix: OverlayInput Overlay: 1 Input: 1 To: 1 +</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>Cut</p> <p>#56 5</p> <p>VMix: 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>#57 6</p> <p>VMix: Fade Style: 1 +</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>#58 7</p> <p>VMix: FadeToBlack +</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>#59 8</p> <p>VMix: Transition Rate Style: 1 1/10th second: 1 +</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>#60 9</p> <p>VMix: Stream Toggle +</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>#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>Transition Position</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>Change Value</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>Count Down</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="1"/></p>	<p><i>Have been implemented - description coming soon</i></p>
<p>Replay Setup</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>Replay</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>Transition To</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>Replay Set</p> <p>#25 m1</p> <p>Normal INS CP</p> <p>VMix: Replay Set ✓ In Out Cancel +</p>	<p><i>Binary triggers:</i> Set Mark In/Out or cancel for replay</p>
<p>Trigger Shortcut</p> <p>#25 m1</p> <p>Normal INS CP</p> <p>VMix: Trigger Shortcut ✓ B C D E F G H I +</p>	<p><i>Binary triggers:</i> Trigger a shortcut defined in vMix software</p>