

Device: NewTek TriCaster



Introduction

The integration with TriCaster is performed on a

- NewTek TriCaster 2 Elite w. Build Number: 7-4-210330C

As we understand it other NewTek systems such as the VMC1 runs the same protocol as the TriCaster 2 Elite, so potential the Device Cores might work. However this have not been tested and support for other systems besides the TriCaster TC2 are not officially supported.

To get a controller with the TriCaster Device Core to work a matching static IP must be set on the TriCaster.

Our default configurations for NewTek TriCaster

An excerpt of the list of NewTek TriCaster related actions.

Notice about Audio VU meter feedback data

With our current Device Core integration for TriCaster a SKAARHOJ controller will perform less optimal if it receives Audio VU meter data, due to the amount of data needed to be processed. Therefore isn't it a part of the device core. The dedicated TriCaster Mini can use Audio VU Meter. We expect have have a better solution for Audio VU meter late 2021.

Binary Output

The actions: Recording, Streaming and DSK Keyer Toggle have implemented binary output feedback.

Notice about Input Labels

It is our experience that TriCasters not running the Advanced Edition do not send the channel names to our controller unless you change the name once you have started the TriCaster.

Tricaster: Program Src
 Tricaster: Preview Src
 Tricaster: Prv/Pgm Src
 Tricaster: Output Config
 Tricaster: Transition Pos
 Tricaster: Take
 Tricaster: Auto
 Tricaster: FTB
 Tricaster: Downstream Key
 Tricaster: Downstream Key Source
 Tricaster: PTZ
 Tricaster: PTZ Preset
 Tricaster: Audio Volume
 Tricaster: Audio Properties
 Tricaster: Trigger
 Tricaster: Record
 Tricaster: Stream Toggle
 Tricaster: Grab Still
 Tricaster: Tally
 Tricaster: Playback - Transport
 Tricaster: Playback - Speed
 Tricaster: Playback - Play
 Tricaster: Playback - Shuttle
 Tricaster: Next Transition
 Tricaster: Transition Rate
 Tricaster: Transition Type
 Tricaster: Reverse Transition
 Tricaster: A-D Layer Source
 Tricaster: DVE
 Tricaster: Output