Ecamm Live Remote API v4.0

Locating the Service

`searchForServicesOfType:@"_ecammliveremote._tcp." inDomain:@"local."`

If your client is only intended to be run on the same Mac as Ecamm Live, once discovered, check to ensure that it has discovered the local host, as it could potentially discover Ecamm Live running on other Macs.

Additional HTTP Headers

Send the following HTTP headers along with your requests:

User-Agent: [app name]/[app version]

EcammLive-UUID: A GUID string, should persist between sessions.
EcammLive-ClientName: Your app name for presenting to users.
EcammLive-DeviceName: If this is an app on a different device, the device's name, from UIDevice.current.name (e.g. Gary's iPhone) [optional]
EcammLive-ClientIcon: URL of your square-aspect app icon [optional]

Commands

All requests are HTTP **GET** requests.

Requests with *get* prefix retrieve information from Ecamm Live and return JSON. Sometimes with parameters sent URL-encoded in the query string.
Requests with *set* prefix make changes to Ecamm Live, usually with parameters sent URL-encoded in the query string. They do not return anything but "Done".

Display Info

`getInfo`
> **Returns:** Dictionary containing strings for `ButtonLabel`, `PauseButtonLabel`, `CurrentScene`, `Viewers`, `LiveDemo`, `LiveDemo`, `PreviewMode`, `HidingUI`, mute settings, volume levels and Interview guest names.

`getButtonLabel`
> **Returns:** Label for Start button. *string*

`getPauseButtonLabel`
> **Returns:** Label for Pause button. *string*

setClickButton
> Clicks the start or record button.
> **Parameters:** None

setClickPauseButton
> Clicks the pause recording button.
> **Parameters:** *channel* - A destination UUID from `getChannels` or leave out to use currently scheduled live event.   *title* - Title for new live broadcast.

>   *desc* - Description for new live broadcast.

Scenes

getSceneList
> **Returns:** An array of Scene info dictionaries.

getSceneDict
> **Returns:** A dictionary of Scene info dictionaries.

getSceneImage
> **Parameters:** *id* - The scene's UUID.
> **Returns:** *icon:* The Scene's last thumbnail image, as a Base 64 encoded JPG.

getCurrentScene
> **Returns:** UUID of the current Scene.

setScene
> Switch to a Scene.
> **Parameters:** *id* - The scene's UUID.

setNext
> Go to next Scene.

setPrev
> Go to previous Scene.

Mute

getMute
> **Returns:** Mute status *(yes | no) string*

setMute
> Toggles mute status.

Volume

getVolume
> **Returns:** Volume level *string*
> **Parameters:** *bus* - Audio bus *(mic | mic2 | skype | system audio | interview | soundeffects | movie | guest_1 | guest_2 | guest_3 | guest_4)*

setVolume
> **Parameters:** *volume* - new volume level *string*
>   *bus* - Audio bus *(mic | mic2 | skype | system audio | interview |*

soundeffects | movie | guest_1 | guest_2 | guest_3 | guest_4)

Concurrent Viewers

getViewers
Returns: Number of concurrent viewers. *string*

Cameras

getInputs
Returns: An array of camera inputs.

getDefaultCamera
Returns: UUID of the default camera *string*

setInput
Pick a camera.
Parameters: *id* - UUID of a camera to use.

Source Mode

getCurrentMode
Returns: Current source mode *(cam | screen | video) string*

setMode
Parameters: *mode* - Mode to use. *(cam | screen | video) string*

PIP

setPIP
Toggle PIP visibility.

Video Playback Mode

getVideoList
Returns: An array of recently used video files.

getVideoDict
Returns: A dictionary of recently used video files.

setVideo
Parameters: *id* - File path of of video to play. *string*

getVideoImage
Parameters: *id* - A file path to a video.
Returns: *icon:* The videos' thumbnail image, as a Base 64 encoded JPG.

Overlays

getOverlayList
Returns: An array of Overlay info dictionaries.

getOverlayDict
>   **Returns:** A dictionary of Overlay info dictionaries.

getOverlayImage
>   **Parameters:** *id* - The Overlay's UUID.
>   **Returns:** *icon:* The Overlay's thumbnail image, as a Base 64 encoded JPG.

setOverlay
>   Toggle an overlay's visibility.
>   **Parameters:** *id* - UUID of the Overlay. *string*

setHideComment
>   Hide the most recent comment Overlay.

setShowComment
>   Show the most recent comment and as Overlay.

SoundEffects

getSoundList
>   **Returns:** An array of Sound Effect info dictionaries.

getSoundDict
>   **Returns:** A dictionary of Sound Effect info dictionaries.

setSound
>   Play a sound.
>   **Parameters:** *id* - a UUID **OR** file path to a sound effect. *string*
>   *volume* - Volume level 0 to 100. *string*
>   *action* - Playback behavior. *(stop | loop | restart) string*

setSoundVolume
>   Set the volume level of the currently playing sound.
>   **Parameters:** *volume* - Volume level 0 to 100. *string*

setSoundStop
>   Stop the currently playing sound.

Preview Mode

setPreviewMode
>   Toggle Preview Mode.

setPublish
>   Publish Preview Mode.

Profiles

`getProfileList`
> **Returns:** An array of Profiles dictionaries.

`setProfile`
> Switches to a new Profile.
> **Parameters:** *id* - UUID of the new Profile. *string*

Other

`getChannels`
> **Returns:** A dictionary of streaming destinations, used for setClickButton

`setComment`
> **Parameters:** *text* - comment to post to Twitch, YouTube or Facebook Pages

`setMarker`
> **Parameters:** *text* - [optional] marker text *url-escaped string*
> *dialogbox* - show marker dialog box *true l false*

`getLiveDemo`
> **Returns:** Status of Live Demo Mode. *(yes l no) string*

`setLiveDemo`
> Toggles Live Demo Mode.

`getHideShowUI`
> **Returns:** Status of on-screen button visibility. *(yes l no) string*

`setHideShowUI`
> Toggles Hide Main Window Controls feature.