AcidcamGL and CamLink 4K on macOS

First compile x86\_64 static version of acidcamGL

To Setup and use acidcamGL and Camlink 4K first power on your HDMI device and connect it to the Camlink 4K and then issue this command in the terminal.

\$ acidcamGL —list

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DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1684629094 2021-04-05 17:20:01.573 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1869180523
2021-04-05 17:20:01.573 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1885762592
2021-04-05 17:20:01.604 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1818850926
2021-04-05 17:20:01.604 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1869180523
2021-04-05 17:20:01.604 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1937009955
2021-04-05 17:20:01.604 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1886156132
2021-04-05 17:20:01.604 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALDevice(36) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1935833461
2021-04-05 17:20:01.604 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_ObjectSetPropertyData OBS
DALStream(37) kCMI00bjectPropertyListenerAdded self=0x10fad1478 data(int)=1885762592
[AVFoundation indev @ 0x7fa130d04580] AVFoundation video devices:
[AVFoundation indev @ 0x7fa130d04580] [0] OBS Virtual Camera
[AVFoundation indev @ 0x7fa130d04580] [1] FaceTime HD Camera (Built-in)
[AVFoundation indev @ 0x7fa130d04580]
                                         [2] Cam Link 4K
[AVFoundation indev @ 0x7fa130d04580] [3] Logi Capture
[AVFoundation indev @ 0x7fa130d04580]
                                         [4] Capture screen 0
[AVFoundation indev @ 0x7fa130d04580]
                                         [5] Capture screen 1
[AVFoundation indev @ 0x7fa130d04580] AVFoundation audio devices:
                                        [0] ZoomAudioDevice
[AVFoundation indev @ 0x7fa130d04580]
[AVFoundation indev @ 0x7fa130d04580]
                                            Cam Link 4K
[AVFoundation indev @ 0x7fa130d04580] [2] iMac Pro Microphone
2021-04-05 17:20:01.615 ffmpeg[66563:4348375] Error : <error: 0x7fff905b19a0> { count = 1, transaction: 0,
        "XPCErrorDescription" => <string: 0x7fff905b1b08> { length = 18, contents = "Connection invalid" }
.
2021-04-05 17:20:01.616 ffmpeg[66563:4348361] mac-virtualcam(DAL): HardwarePlugIn_Teardown self=0x10fad1478
jared@iLostSideDead [~]$ [
```

The device number if what you are looking for in this case on my system it is 2.

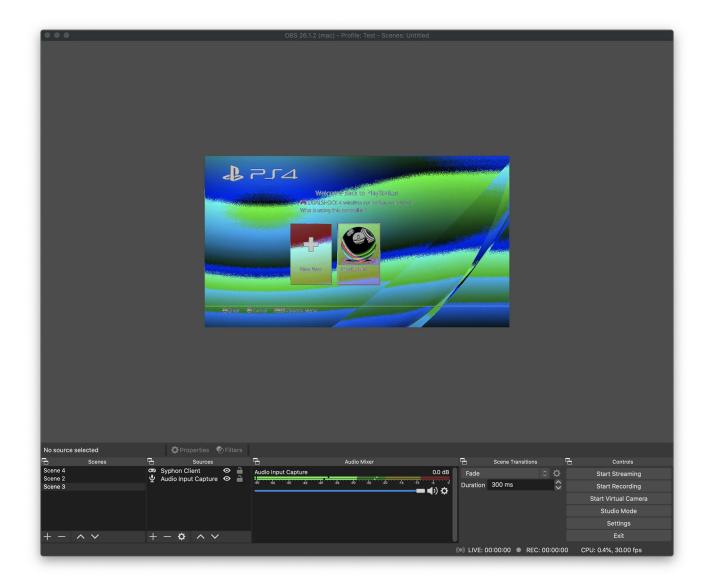
To start up acidcamGL with the Cam Link 4K issue the following command:

\$ acidcamGL -d 2 -g -p filters

-p filters with the path to shaders or use the shell variable SHADER PATH

You will also want to use -Y to output as a Syphon Server for use with OBS and also select a playlist I recommend a fast playlist or glitch playlist look at the playlist folder

\$ acidcamGL -d 2 -g -p filters -L ../playlist/UltraFast.key -Y



You will also want to capture audio from the Cam Link You might want open up Game Capture software so you can play the game without the filters and hear the sound while you are recording/streaming.

Use the instructions found in the manual for how to manipulate the filters/play the instrument during the game. Make sure the acidcamGL window has focus when pressing the keys.

