



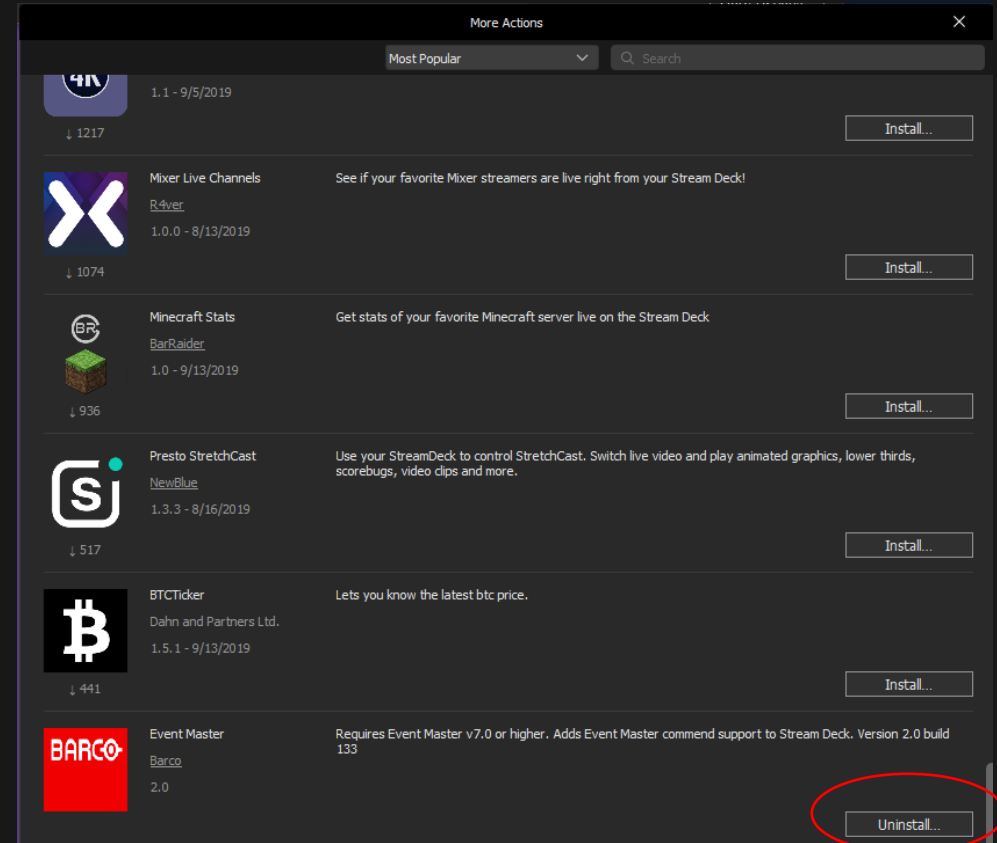
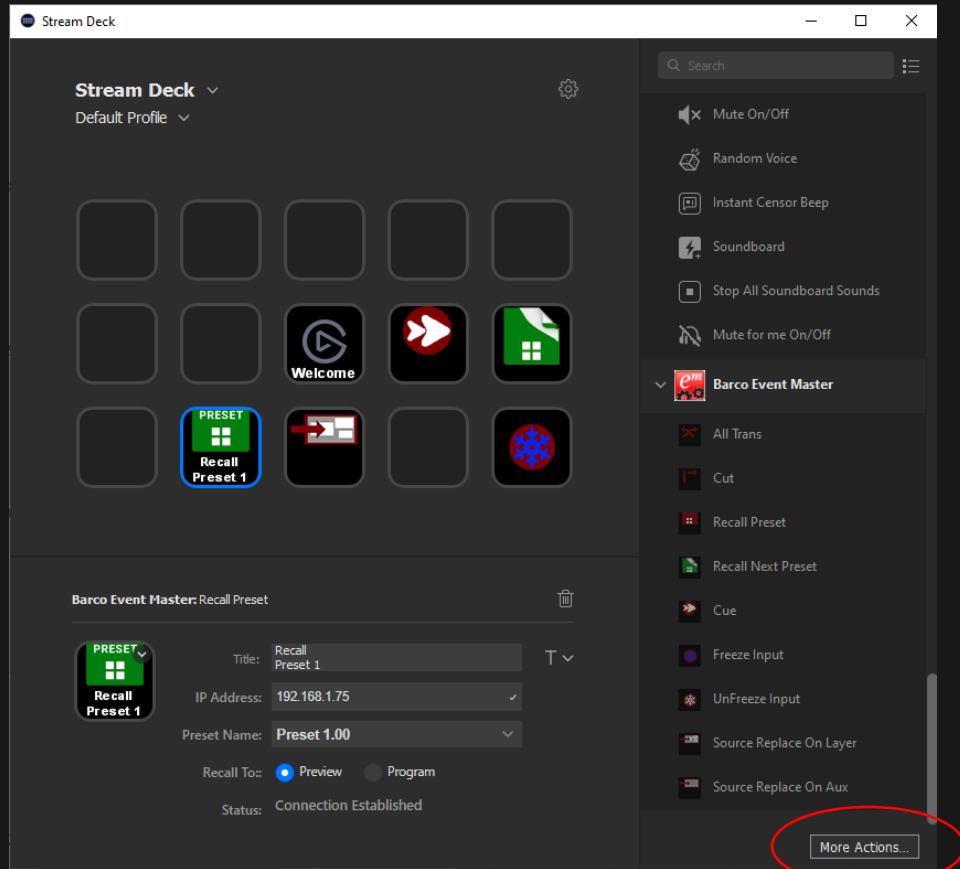
# Event Master Plugin for Stream Deck

**v3.0**

- *Requires Event Master version 9.2 or greater*
- *Requires Streamdeck version 4.1 or greater*



# To Upgrade, you must uninstall the existing StreamDeck Event Master plugin

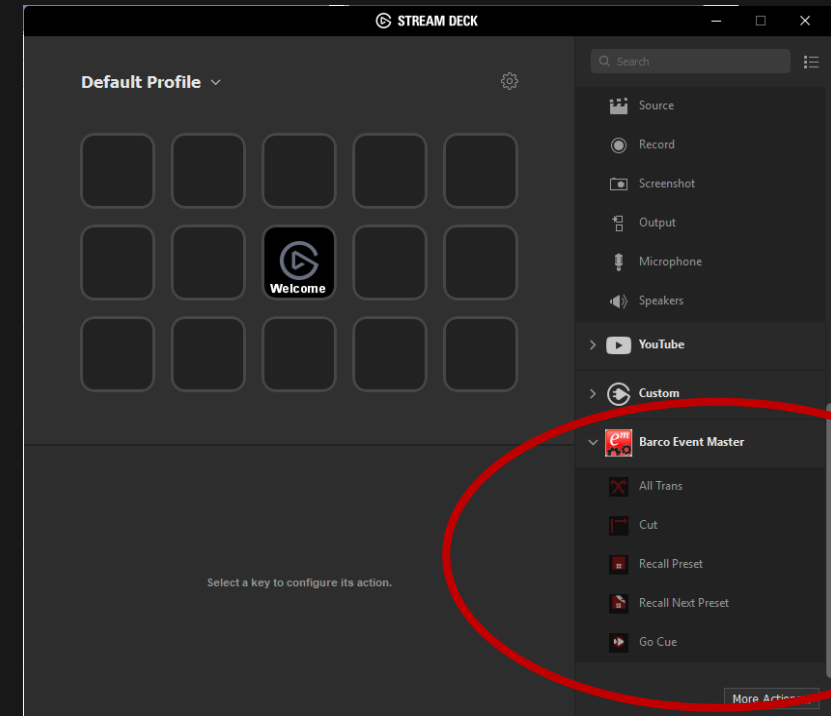


# Install the Stream Deck Event Master plugin

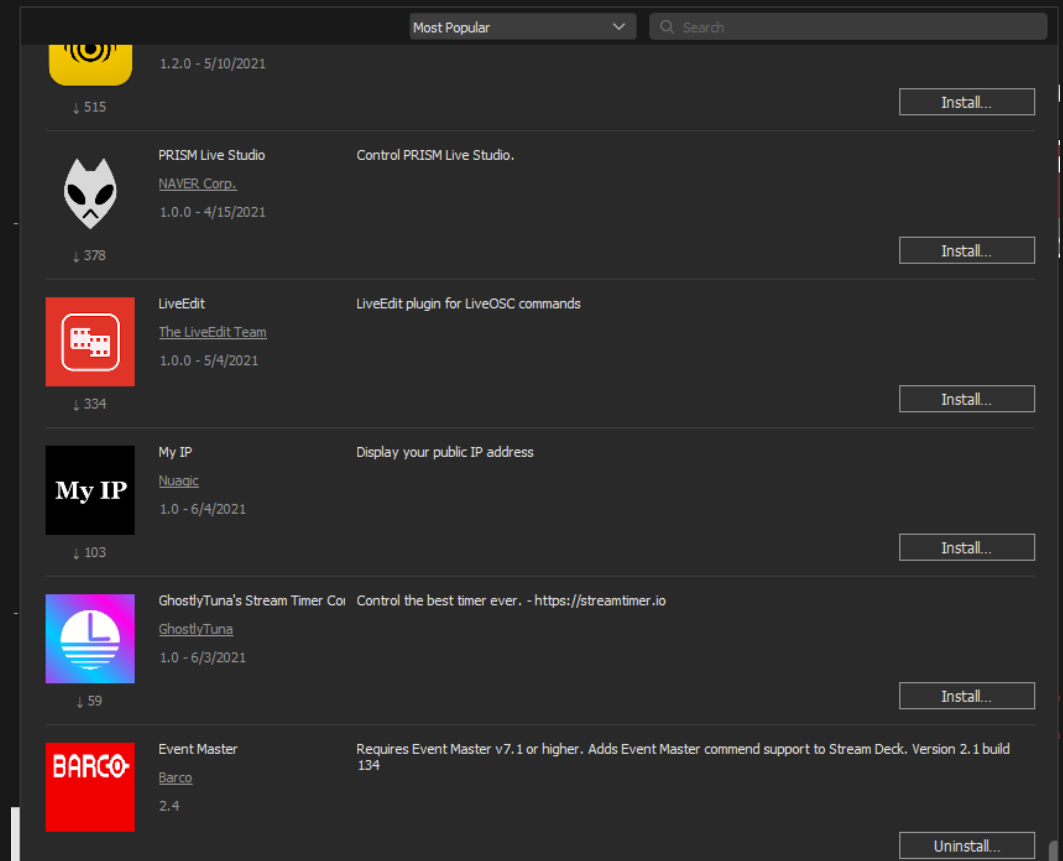
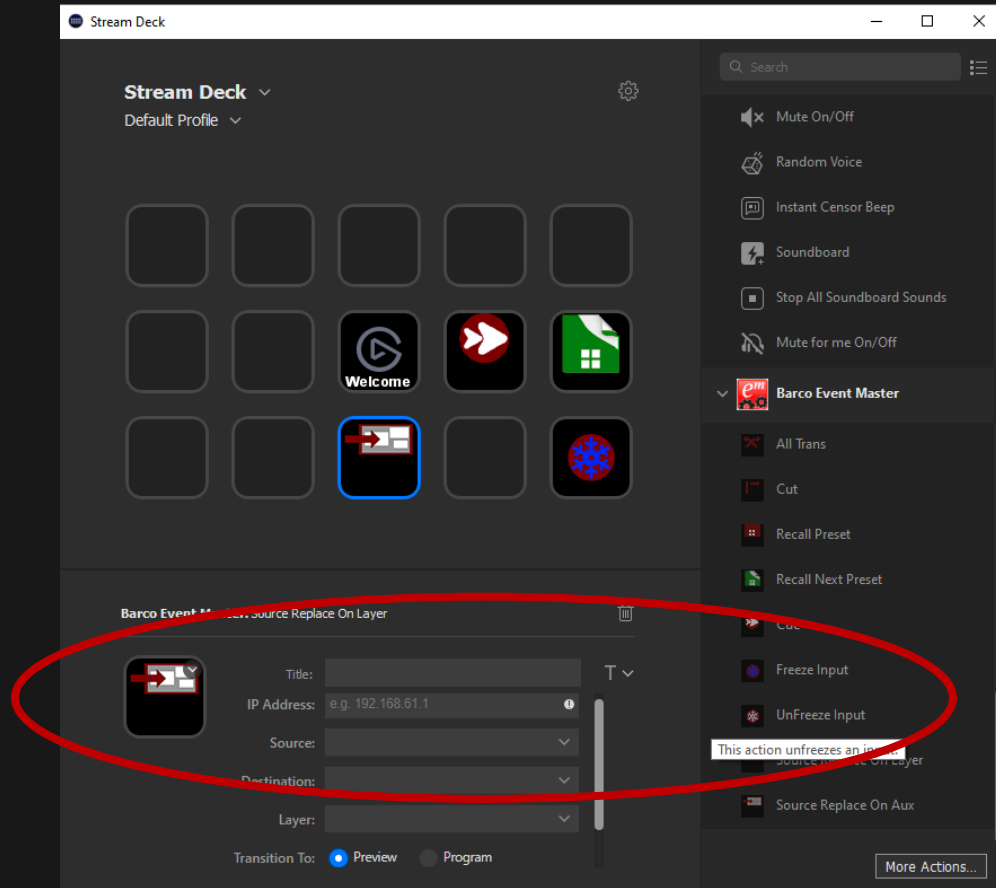
Name	Date modified	Type	Size
com.barco.eventmaster.streamDeckPlugin	3/21/2019 4:10 PM	Stream Deck Plugin	125 KB

Double clicking the plugin will automatically install it

- Current version is 3.0
- Compatible with Streamdeck v4.9 or greater



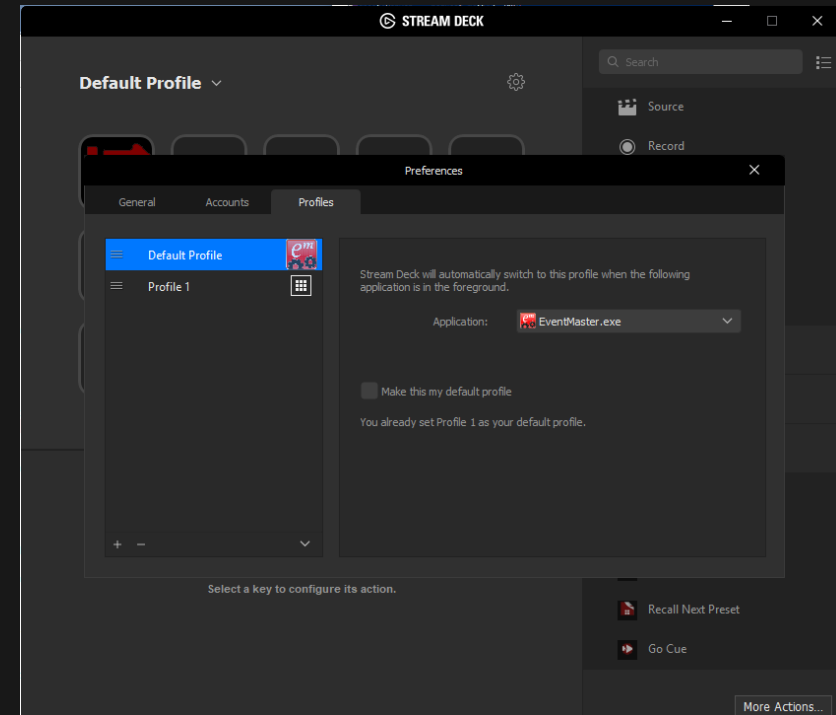
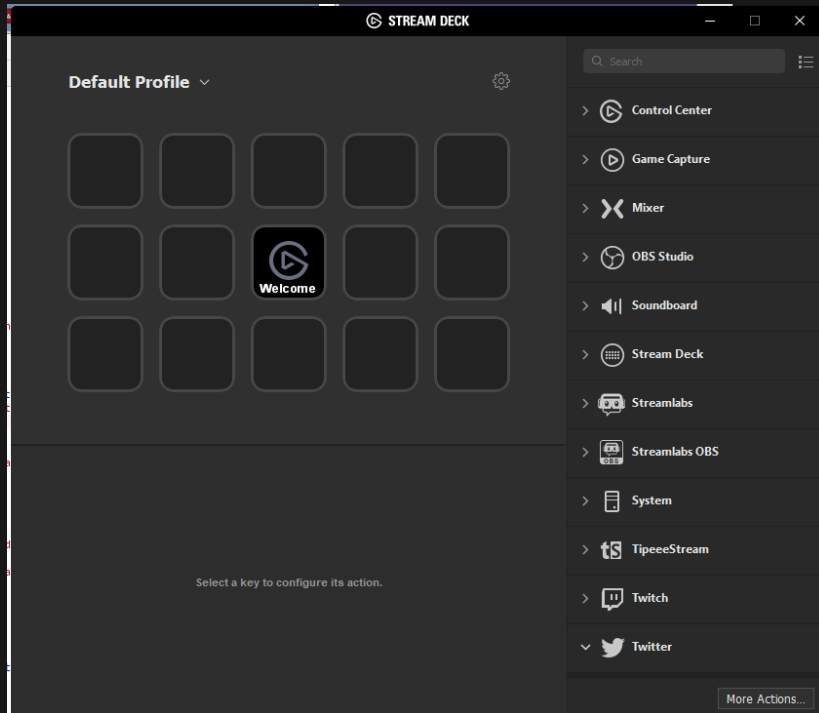
# What you should see after installing the plugin





# Automatically open EMT

Update profile preferences and select Event Master Toolset



# All Trans Action

Drag and drop the action icon to the desired button

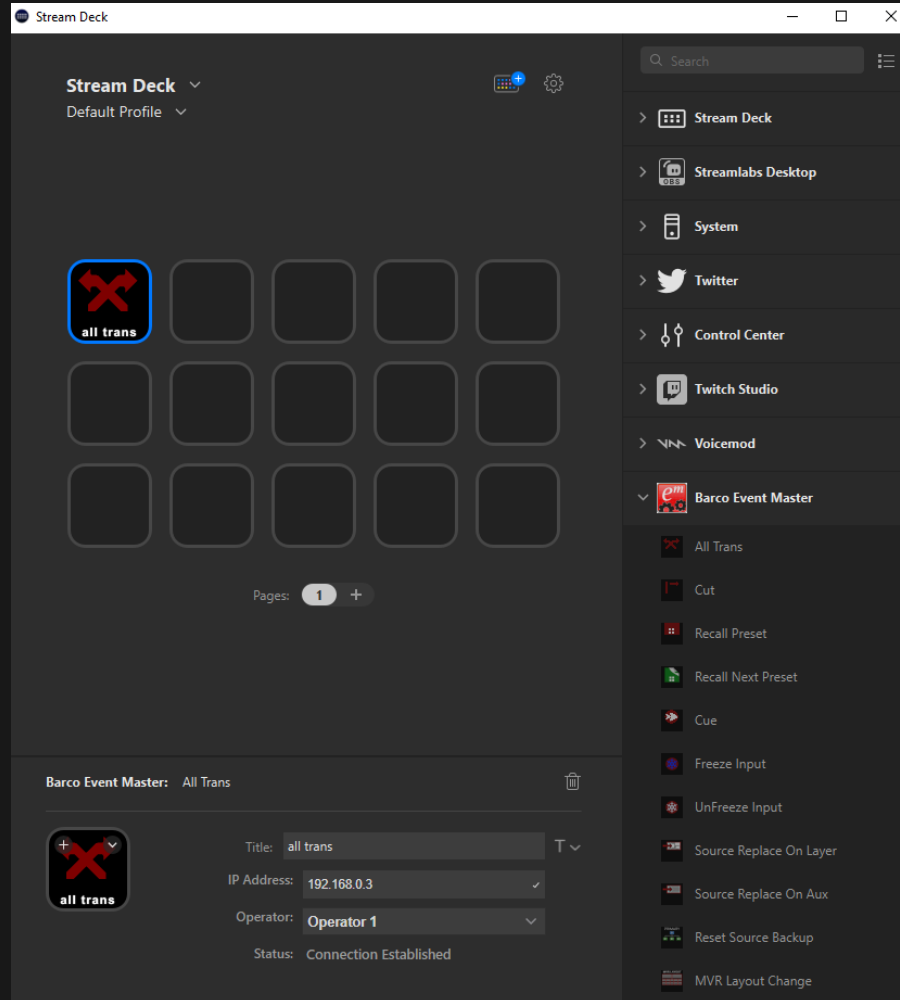
Enter:

- Button name
- EM Ip Address

Select:

- Operator

Status will display  
"Connection  
Established" if able to  
connect to Event  
Master



# Cut Action

Drag and drop the action icon to the desired button

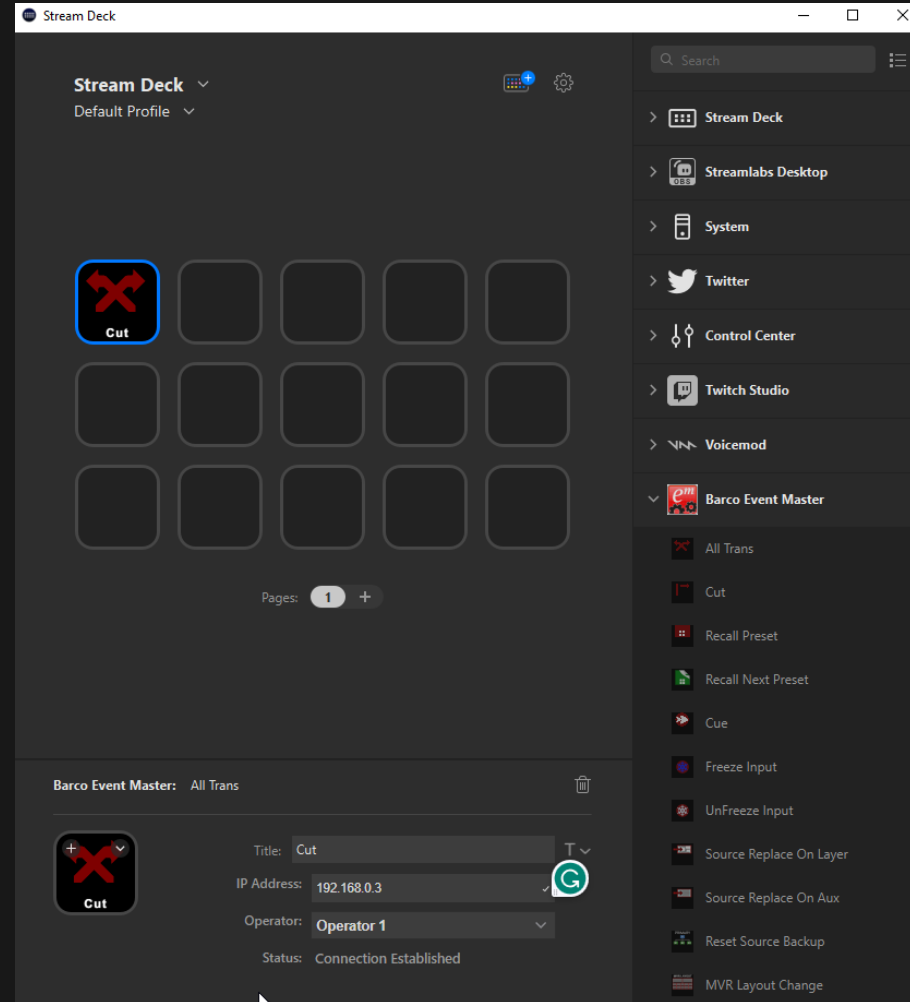
Enter:

- Button name
- EM Ip Address

Select:

- Operator

Status will display  
"Connection  
Established" if able to  
connect to Event  
Master



# Recall Preset Action

Drag and drop the action icon to the desired button

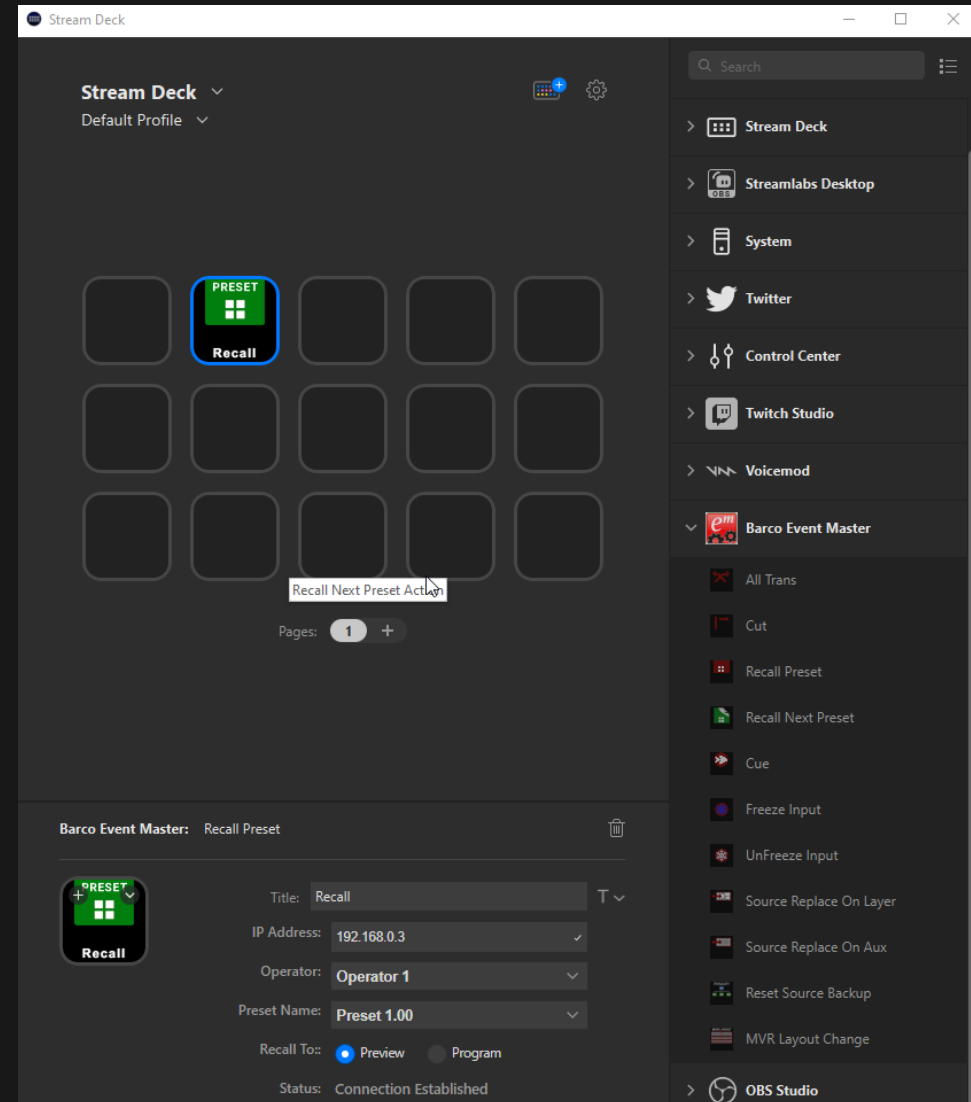
Enter:

- Button Name
- IP address

Select:

- Operator
- Preset Name to recall
- Recall to Preview or Program

Status will display "Connection Established" if able to connect to Event Master





# Recall Next Preset Action

Drag and drop the action icon to the desired button

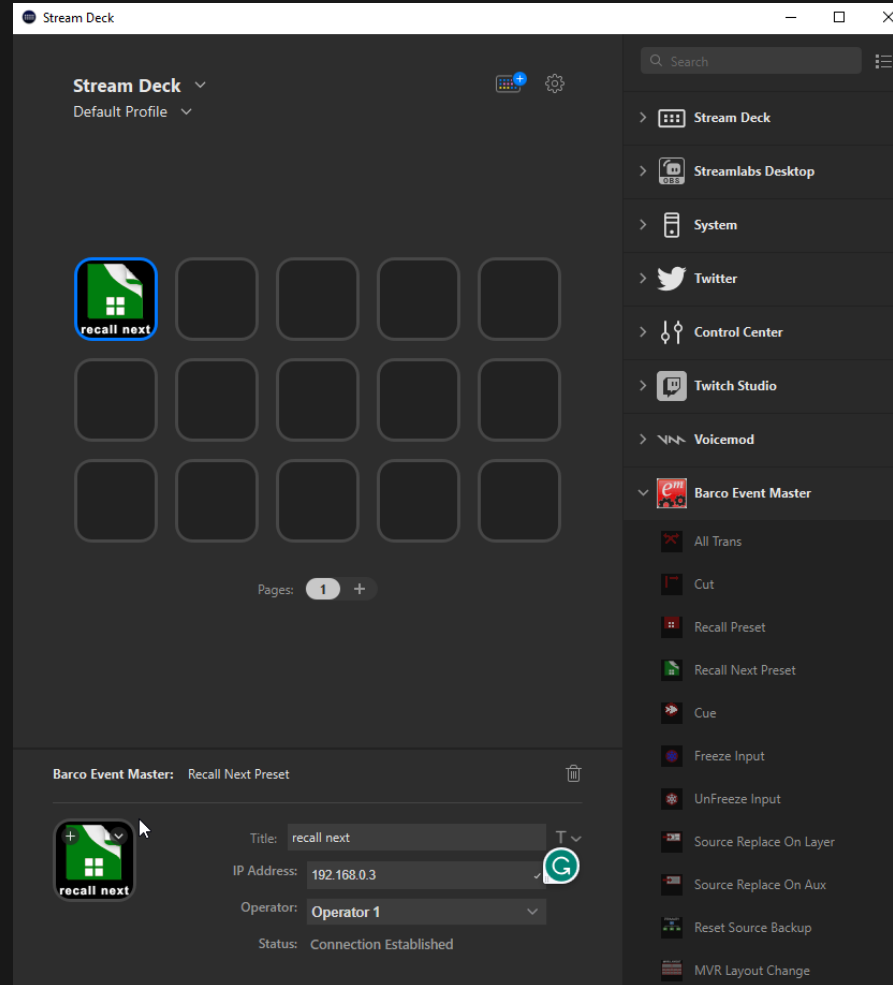
Enter:

- Button name
- EM Ip Address

Select:

- Operator
- Preset
- Preview or Program

Status will display  
"Connection  
Established" if able to  
connect to Event  
Master



# Cue Action

Drag and drop the action icon to the desired button

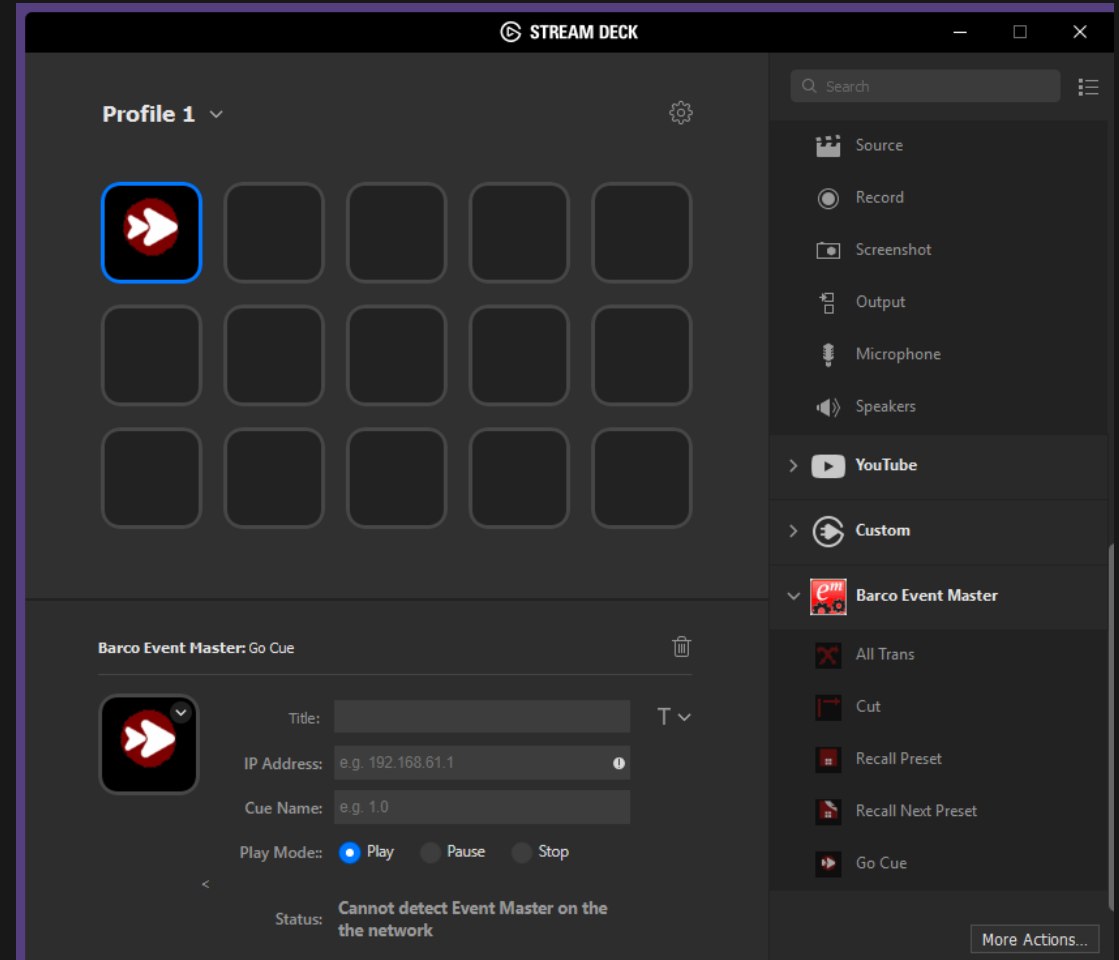
Enter:

- Button Name
- IP address

Select

- Cue
- Cue play mode: Play, Pause or Stop the cue actions

Status will display "Connection Established" if able to connect to Event Master



# Freeze and UnFreeze Actions

Drag and drop the action icon to the desired button

Action to freeze and unfreeze a given live input or background source

Enter:

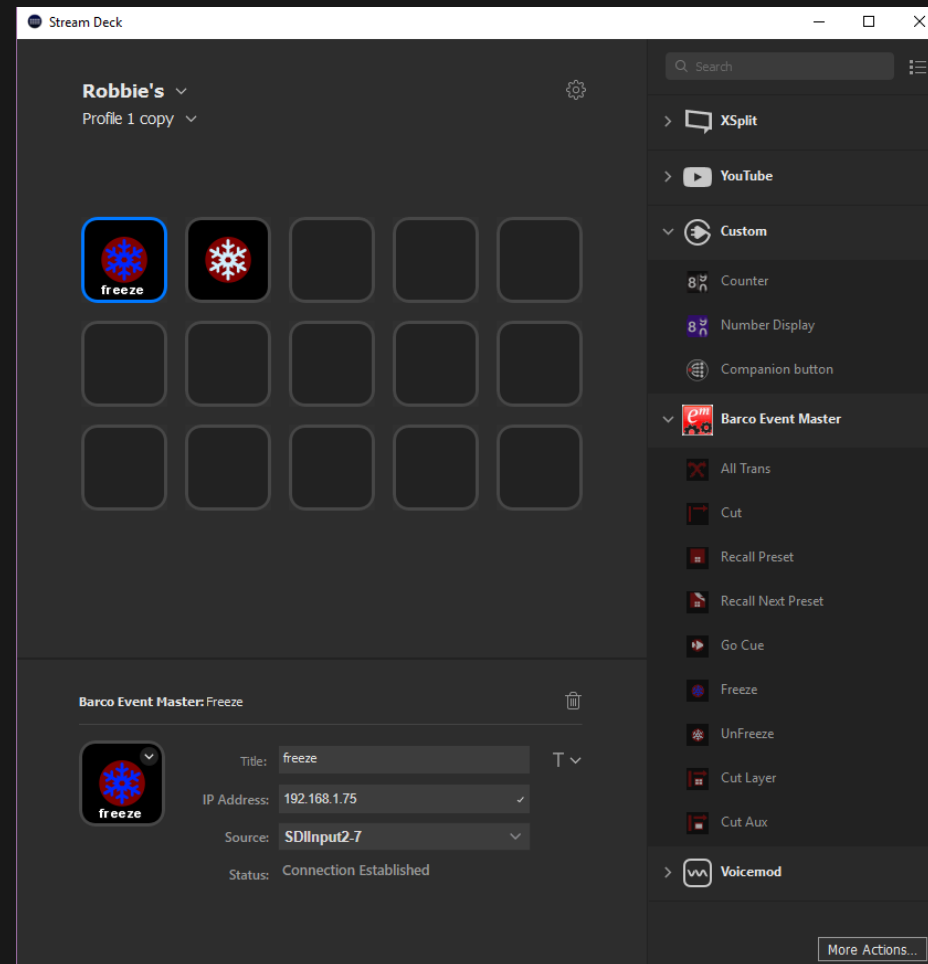
- Button Name
- EM IP address

Select:

- Source from the dropdown

Status will display "Connection Established" if able to connect to Event Master

Destination sources are not listed



# Source Replace on Layer Action

Drag and drop the action icon to the desired button

Action to change a source for a given screen destination and layer

Enter:

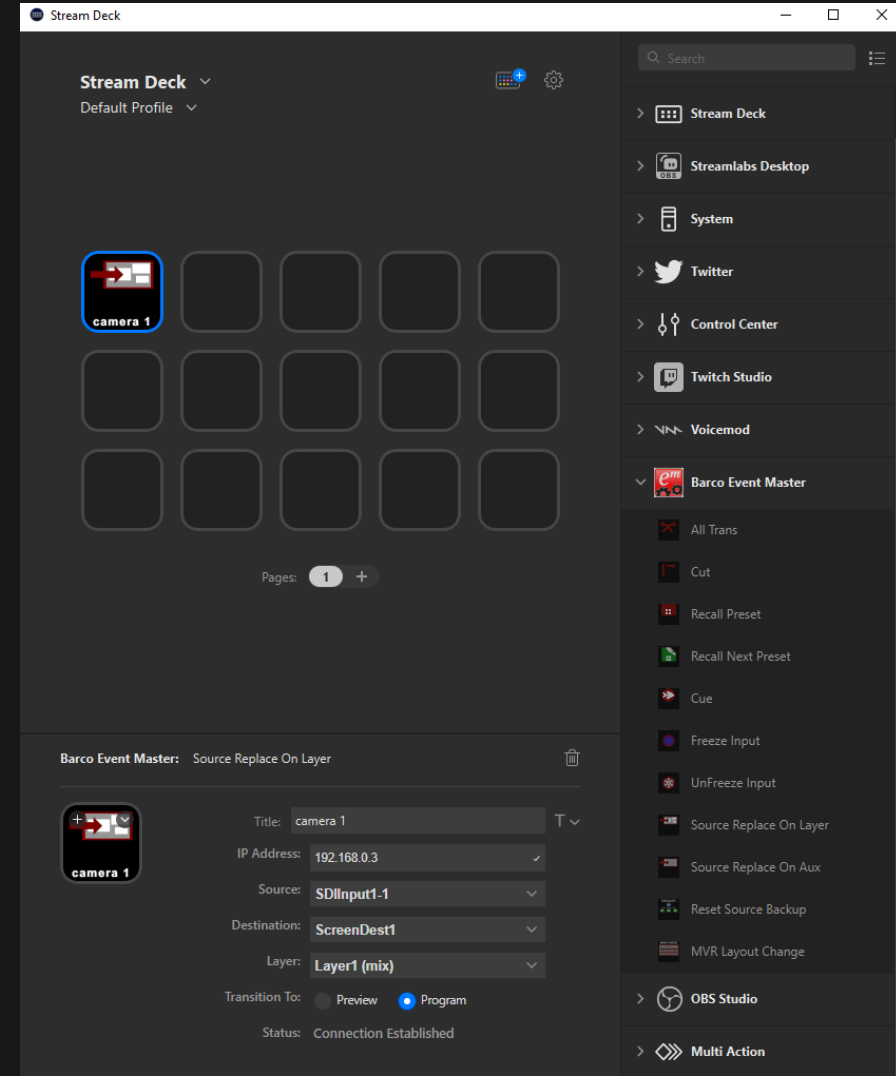
- Name
- IP address

Select:

- Operator
- Source from the dropdown
- Screen Destination from the dropdown
- Layer from the dropdown

Status will display "Connection Established" if able to connect to Event Master

If the layer is a mix layer, the action will rely on the Preview or Program selection to determine the appropriate mix layer (A or B)



# Source Replace on Aux Action

Drag and drop the action icon to the desired button

Action to change a source for a given aux destination

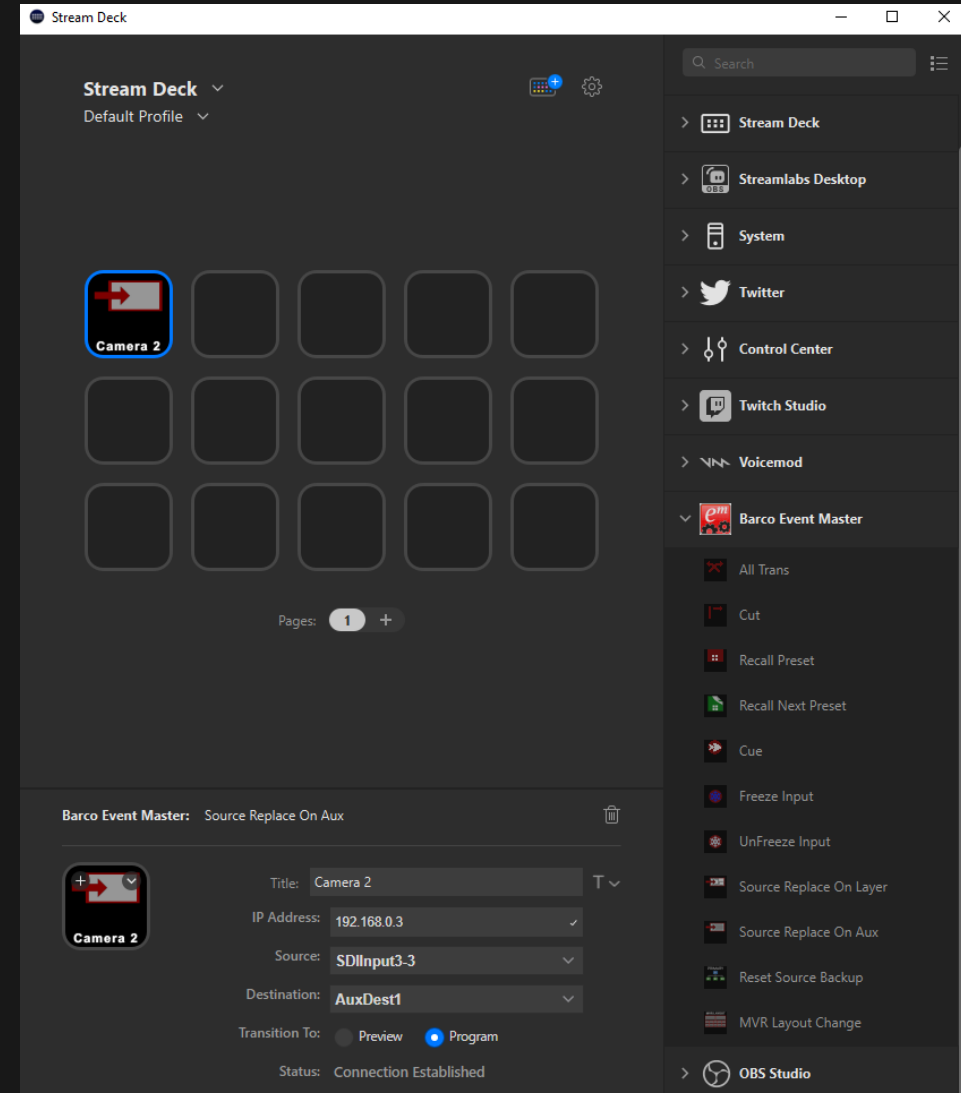
Enter:

- Button Name
- EM IP Address

Select:

- Source from the dropdown
- Aux Destination from the dropdown

Status will display "Connection Established" if able to connect to Event Master



# Reset Source Backup

Drag and drop the action icon to the desired button

Action to reset the source backup for a given input source

Enter:

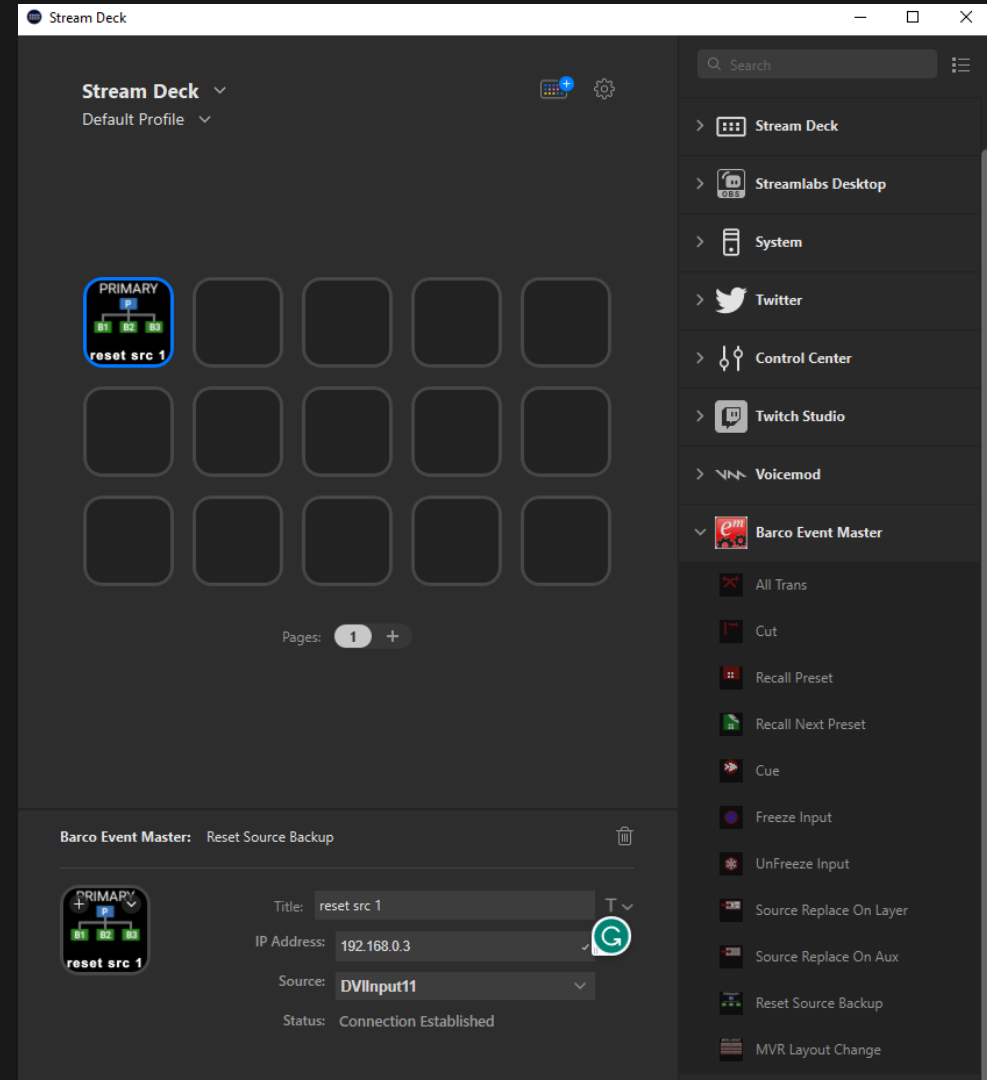
- Button Name
- EM IP address

Select:

- Source from the dropdown

Status will display "Connection Established" if able to connect to Event Master

Destination sources are not listed



# MVR Layout Change

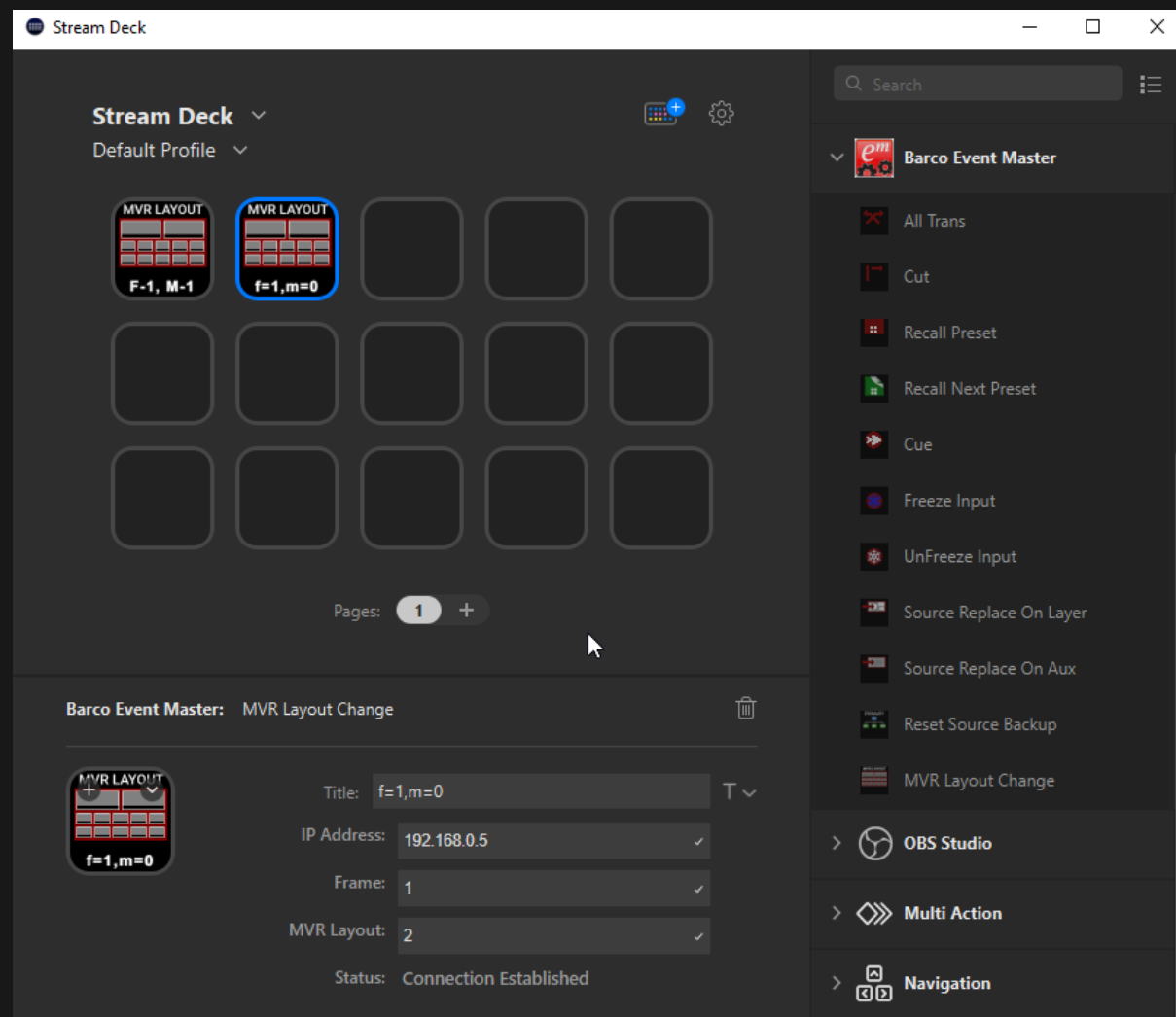
Drag and drop the action icon to the desired button

Action to change the MVR layout for a given frame

Enter:

- Button Name
- EM IP address
- EM Frame (0-7)
- MVR Layout (1-4)

Status will display “Connection Established” if able to connect to Event Master





**ENABLING BRIGHT OUTCOMES**

