



Event Master Plugin for Stream Deck

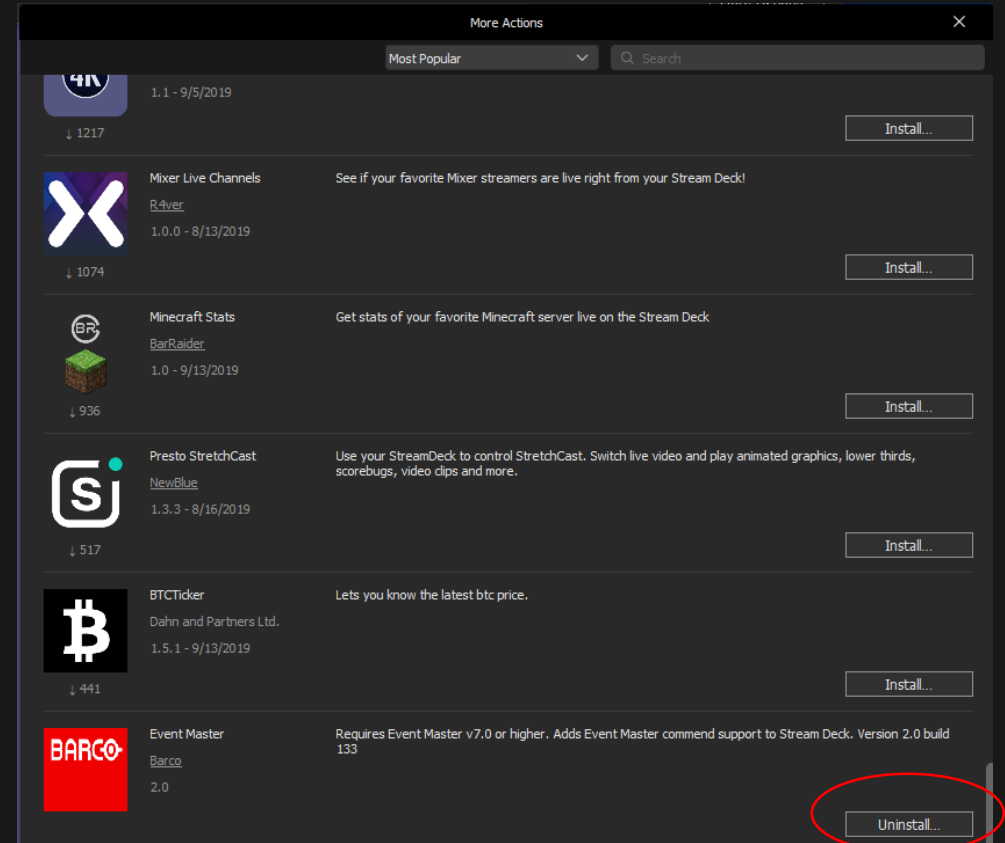
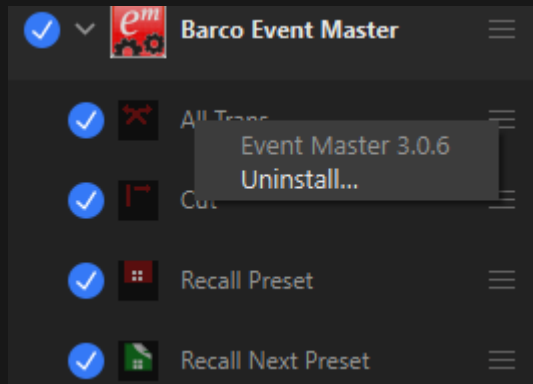
v3.0.x

- *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

Right-click any action to uninstall

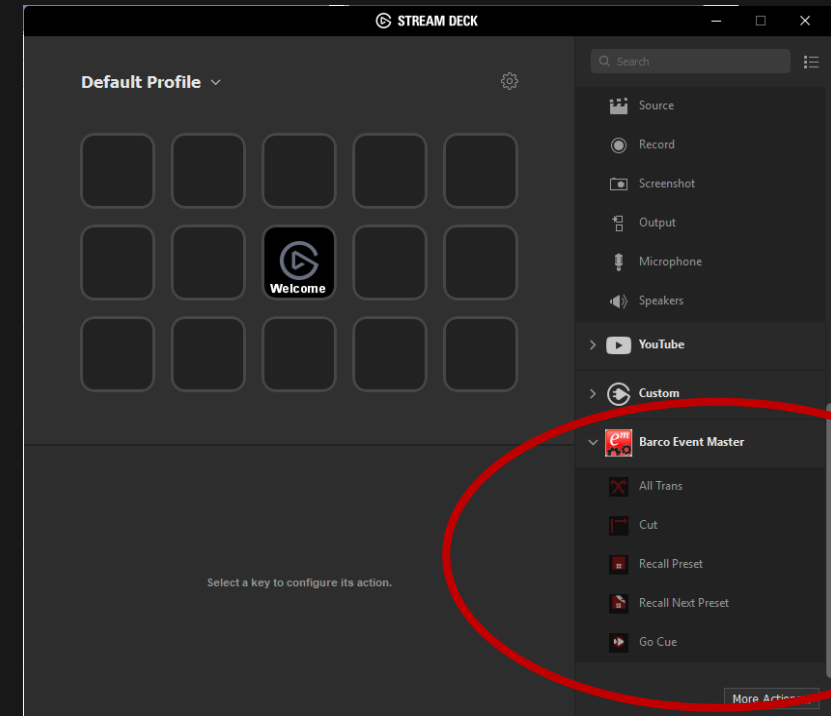


Install the Stream Deck Event Master plugin

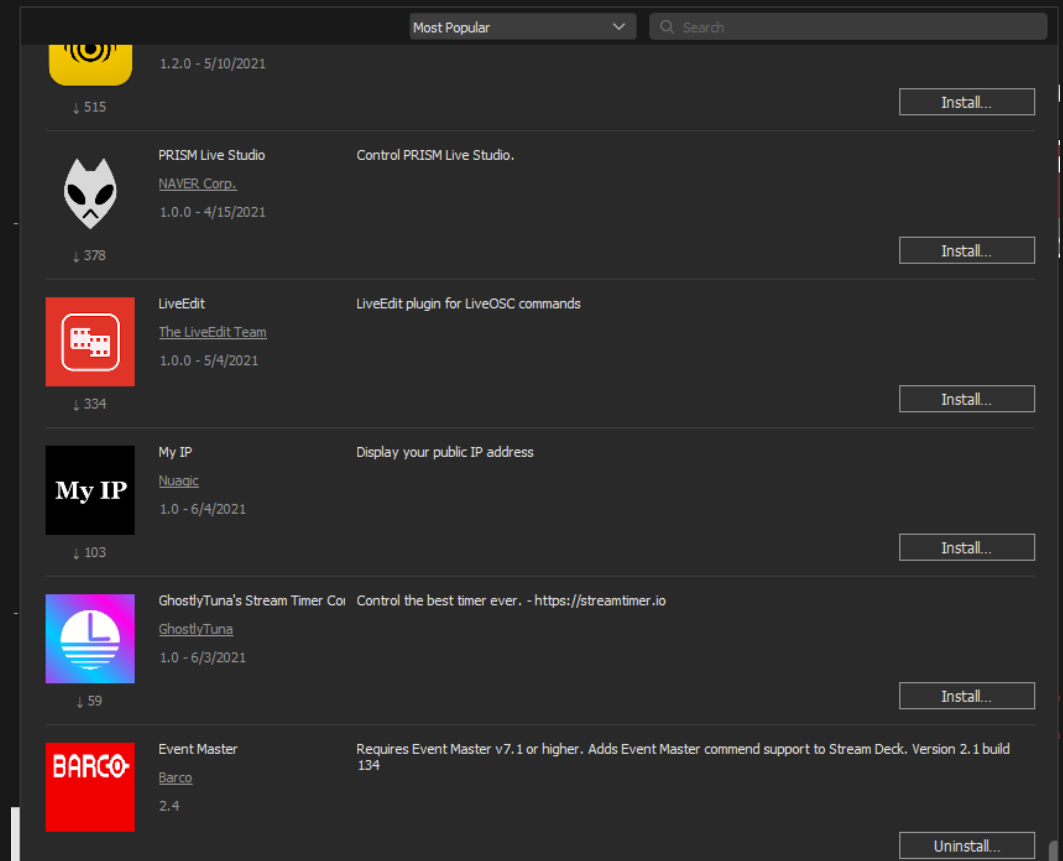
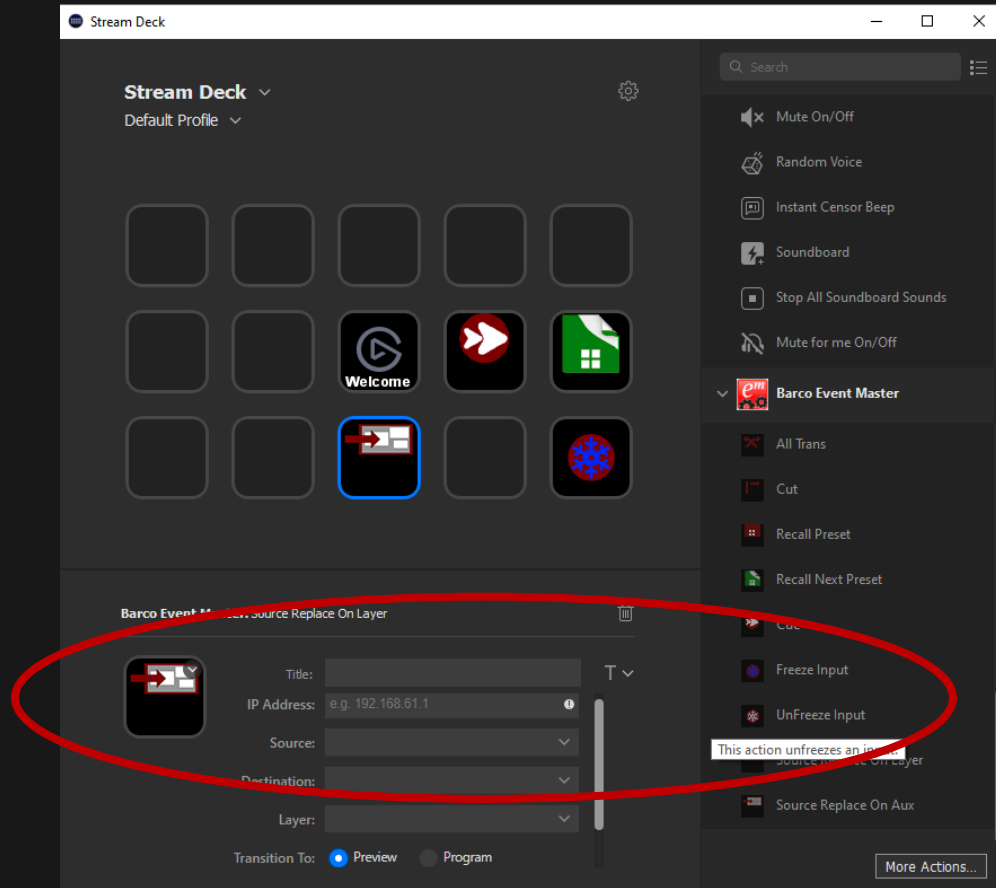
Name	Date modified	Type	Size
com.barco.eventmaster.streamDeckPlugin	3/21/2019 4:10 PM	Stream Deck Plugin	125 KB

Double clicking the plugin will automatically install it

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



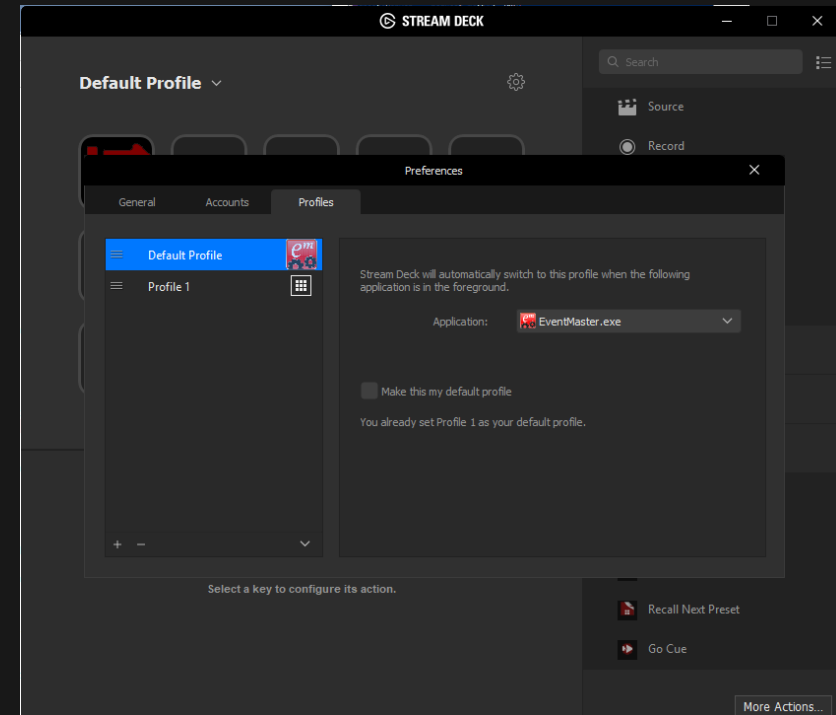
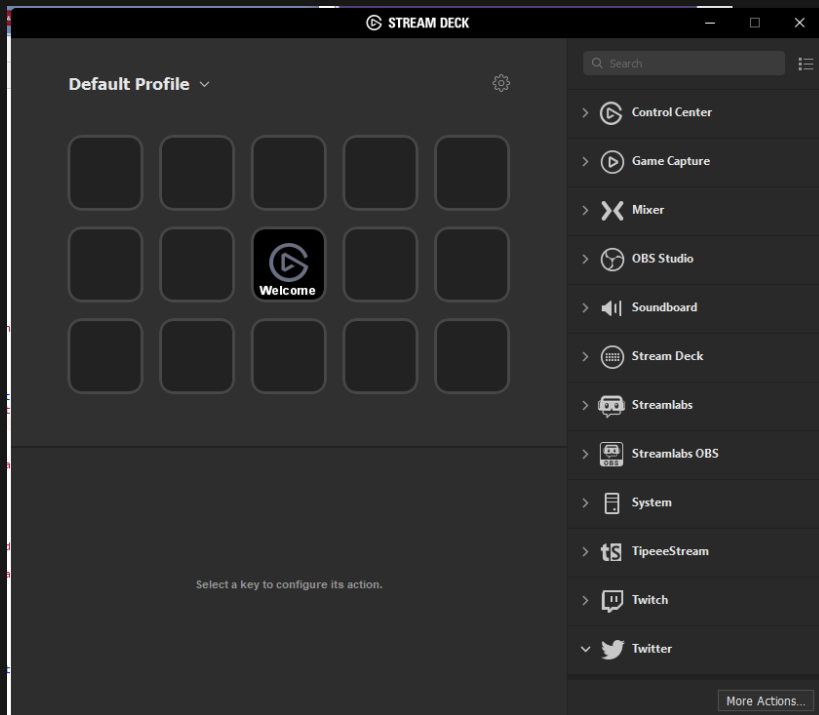
What you should see after installing the plugin





Automatically open EMT

Update profile preferences and select Event Master Toolset



All Trans Action

Drag and drop the action icon to the desired button

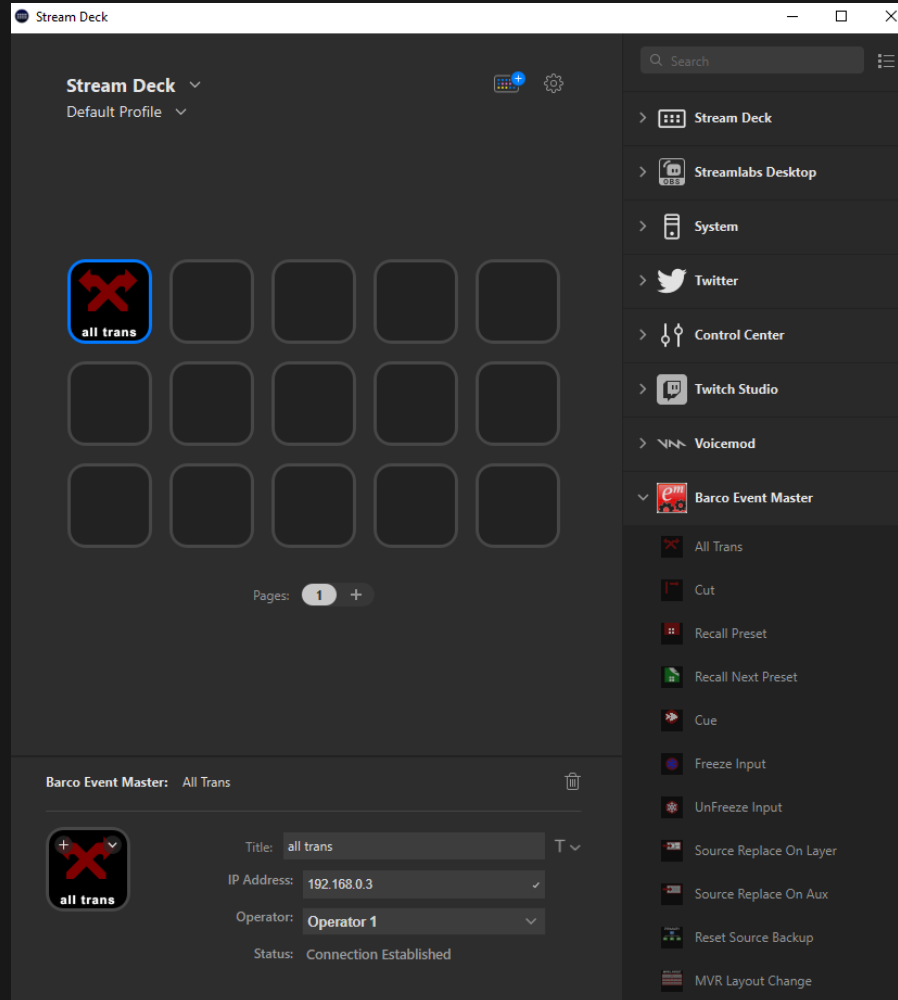
Enter:

- 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

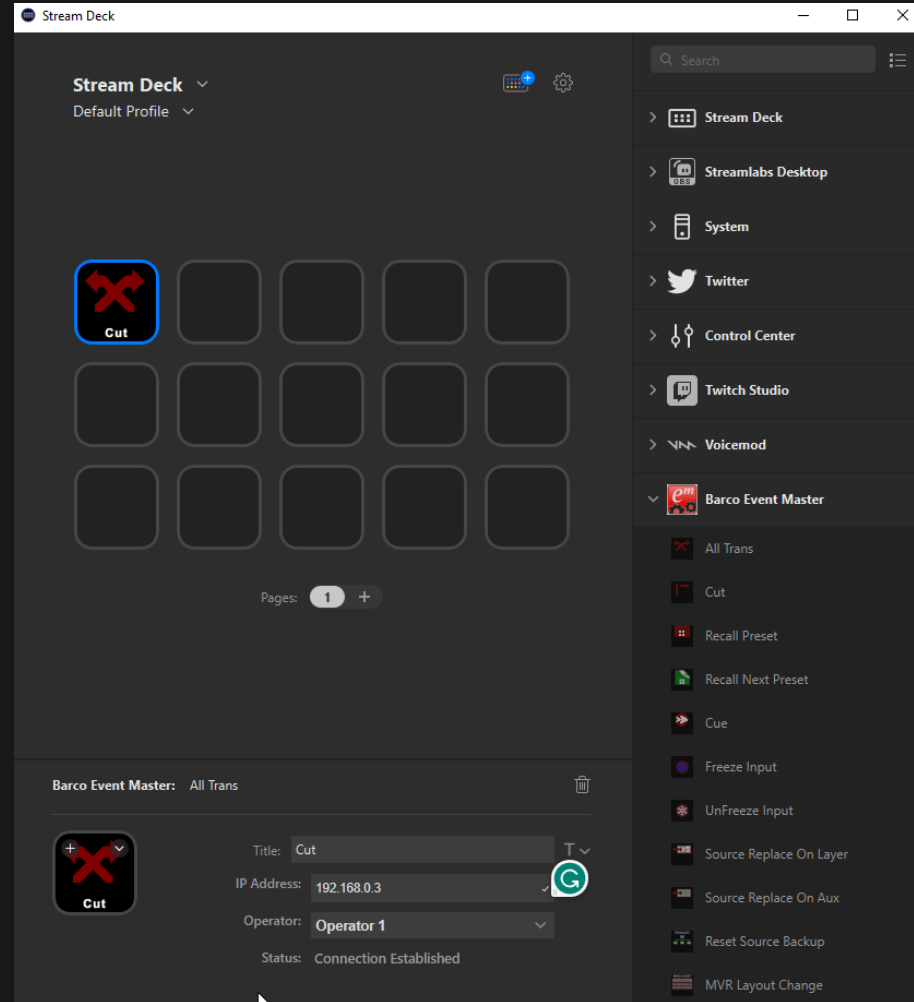
Enter:

- 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

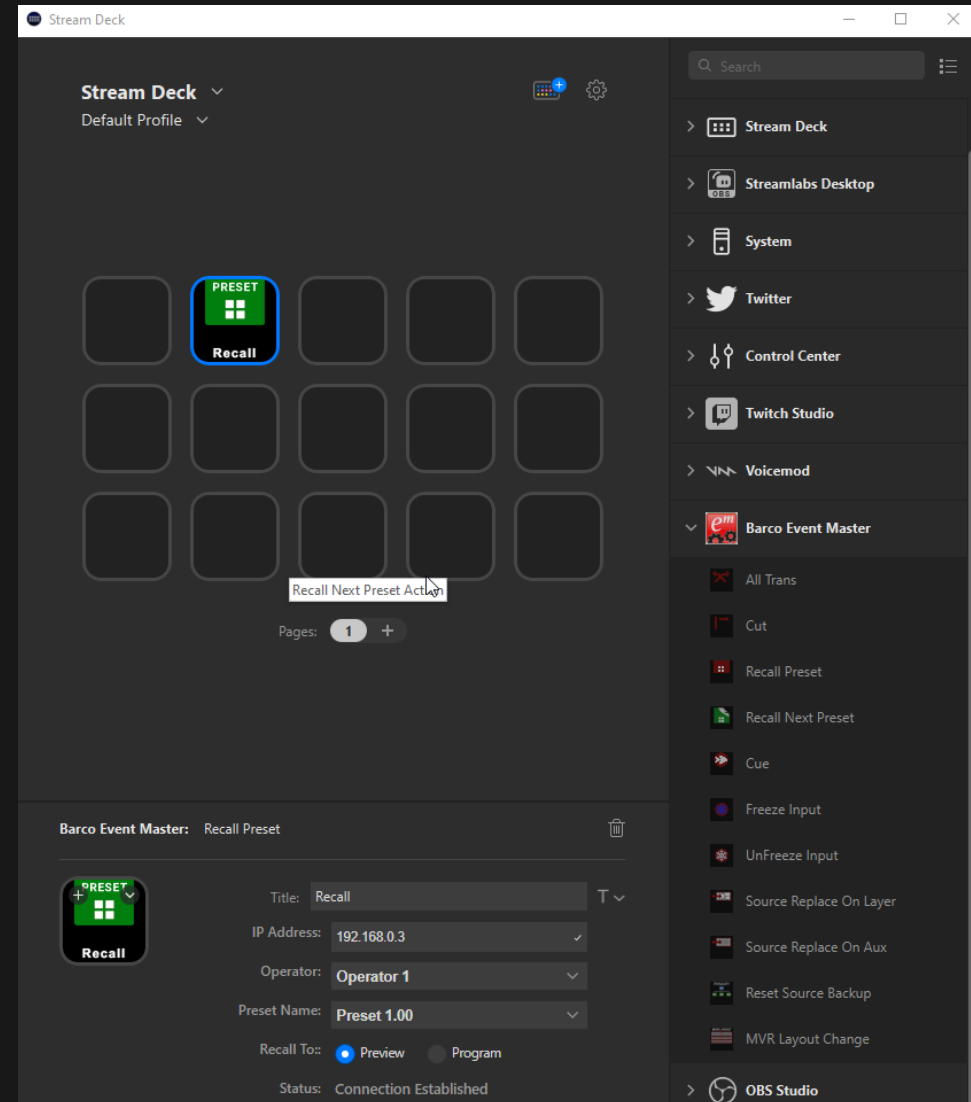
Enter:

- 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



Cue Action

Drag and drop the action icon to the desired button

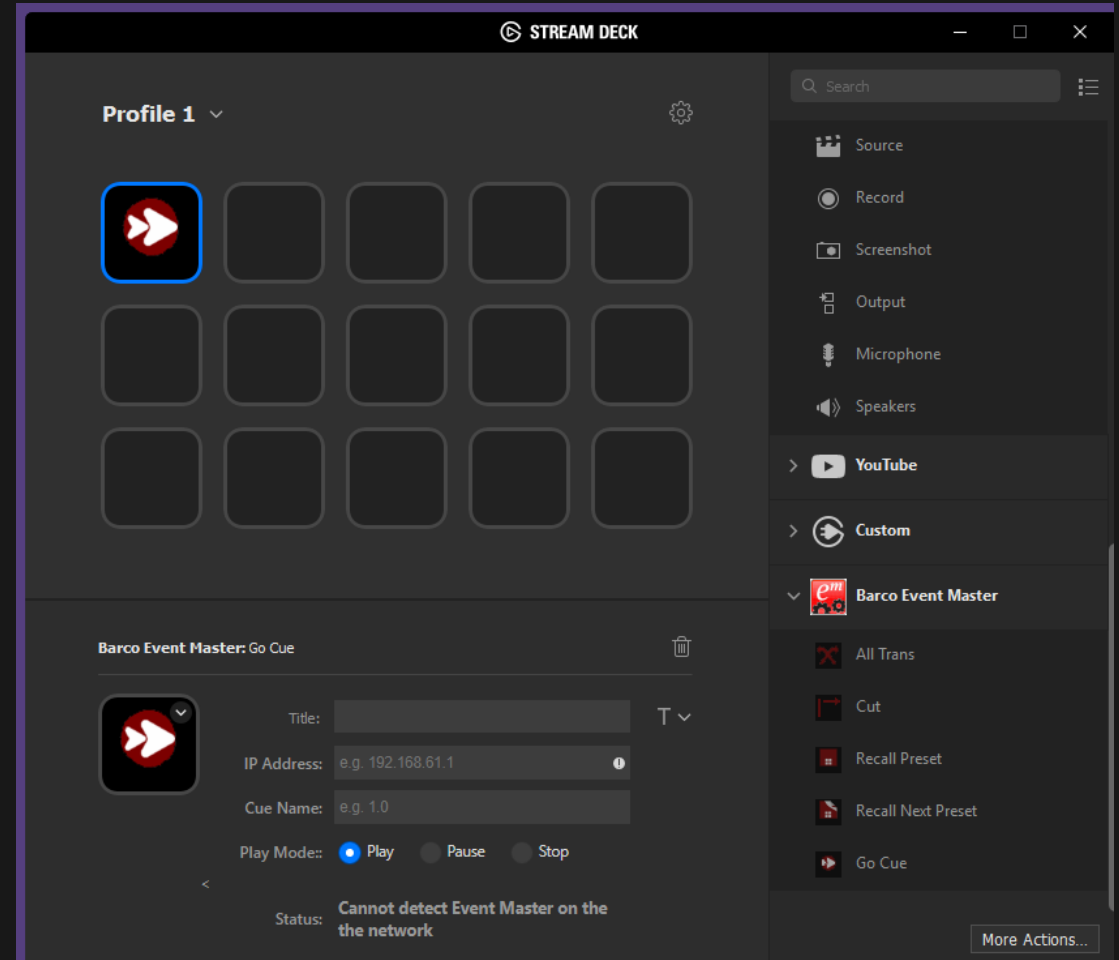
Enter:

- 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:

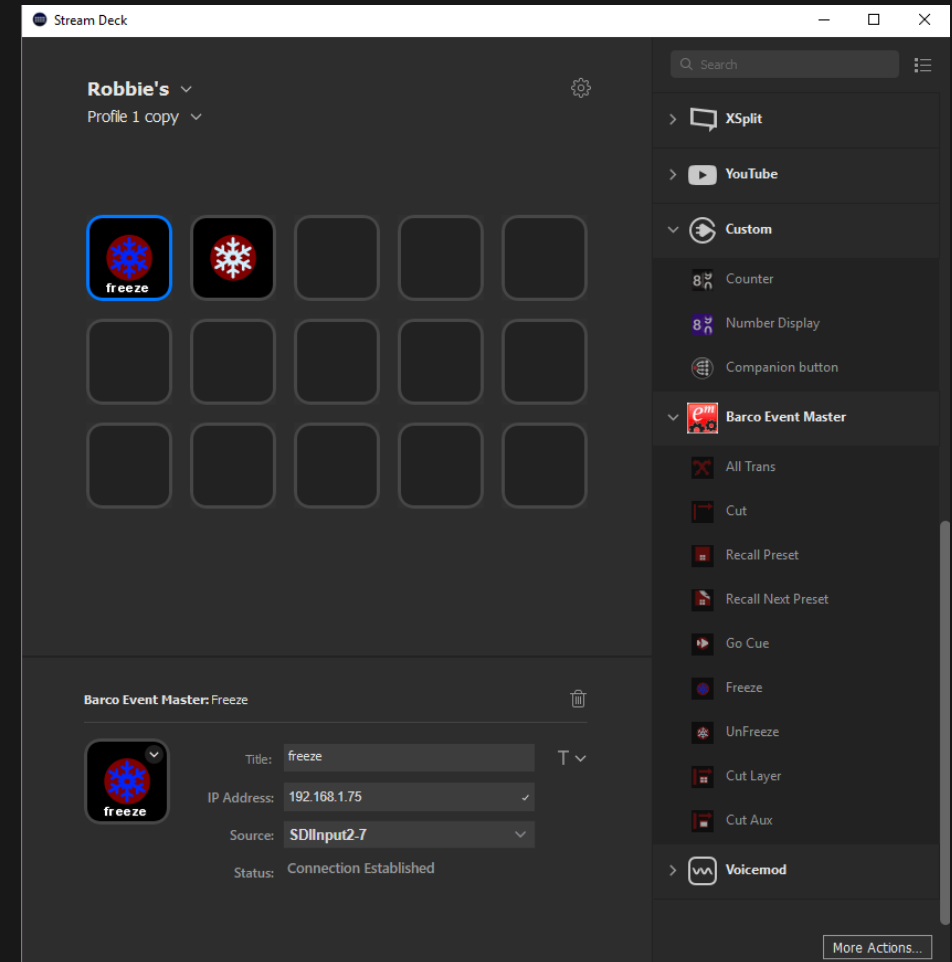
- Button Name
- EM IP address

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:

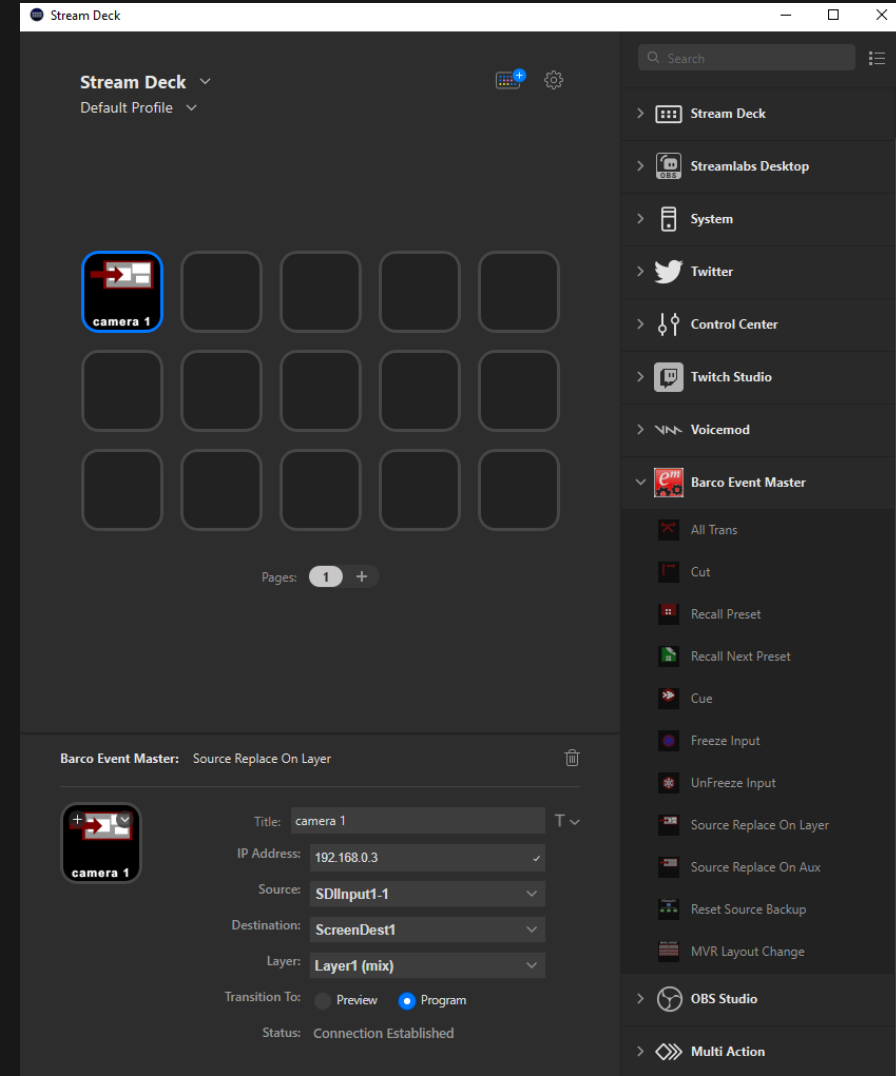
- Name
- IP address

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

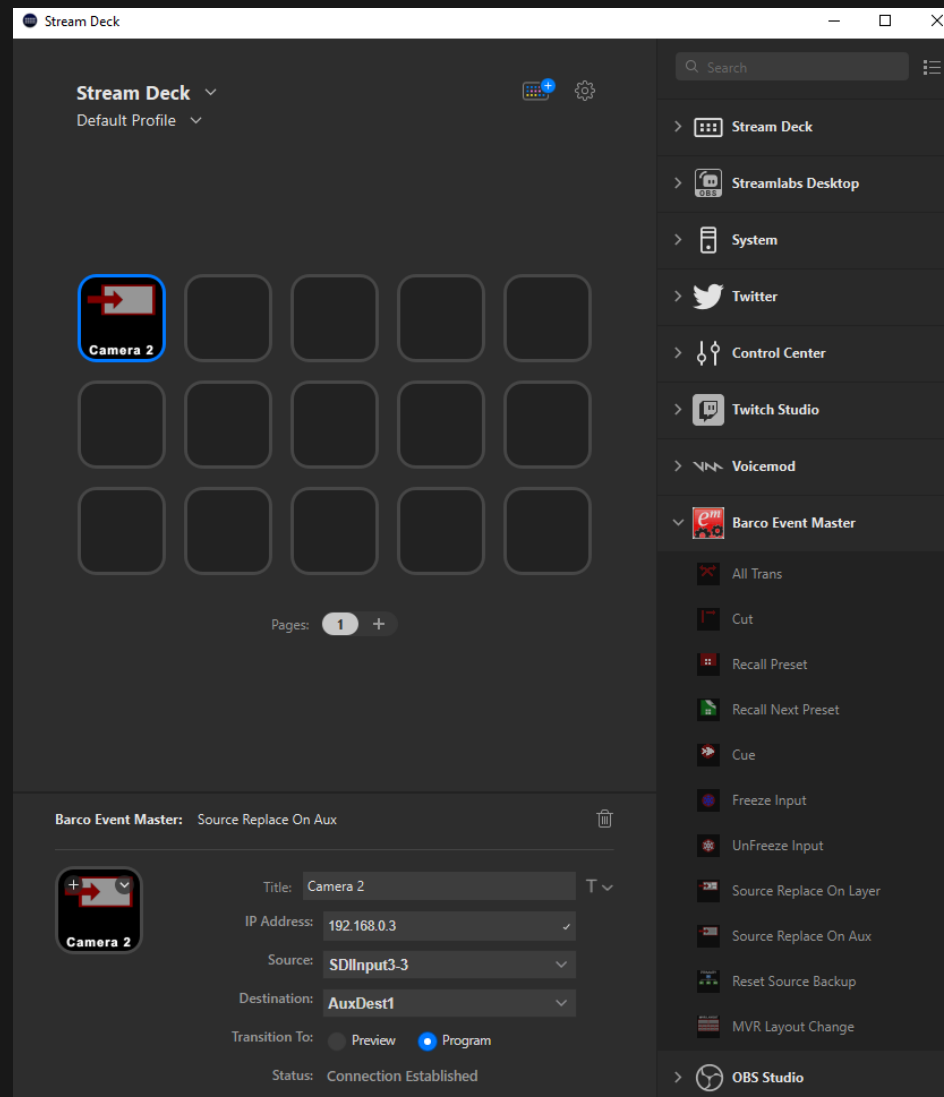
Enter:

- 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:

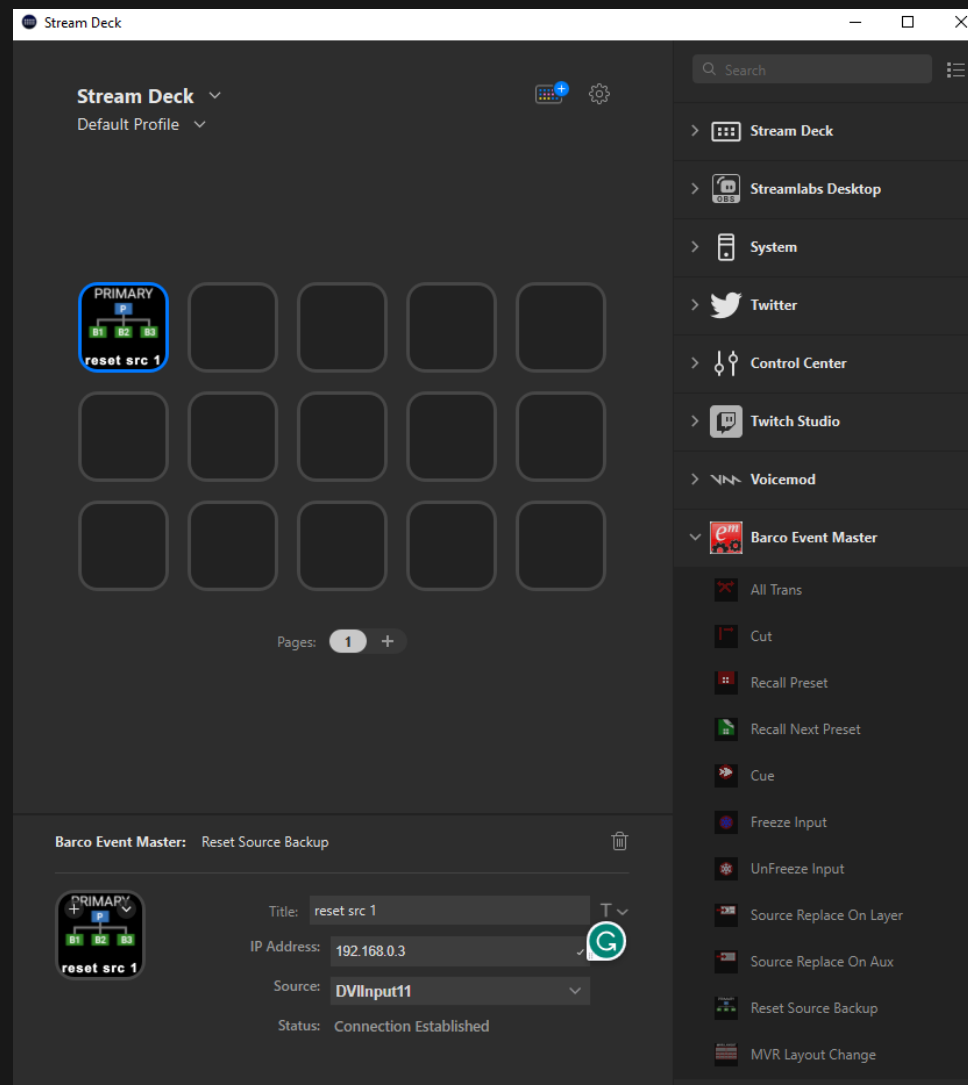
- Button Name
- EM IP address

Select:

- Source from the dropdown

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

Destination sources are not listed



Recall Test Pattern on Aux

Drag and drop the action icon to the desired button

Action to recall a test pattern onto a given aux destination.

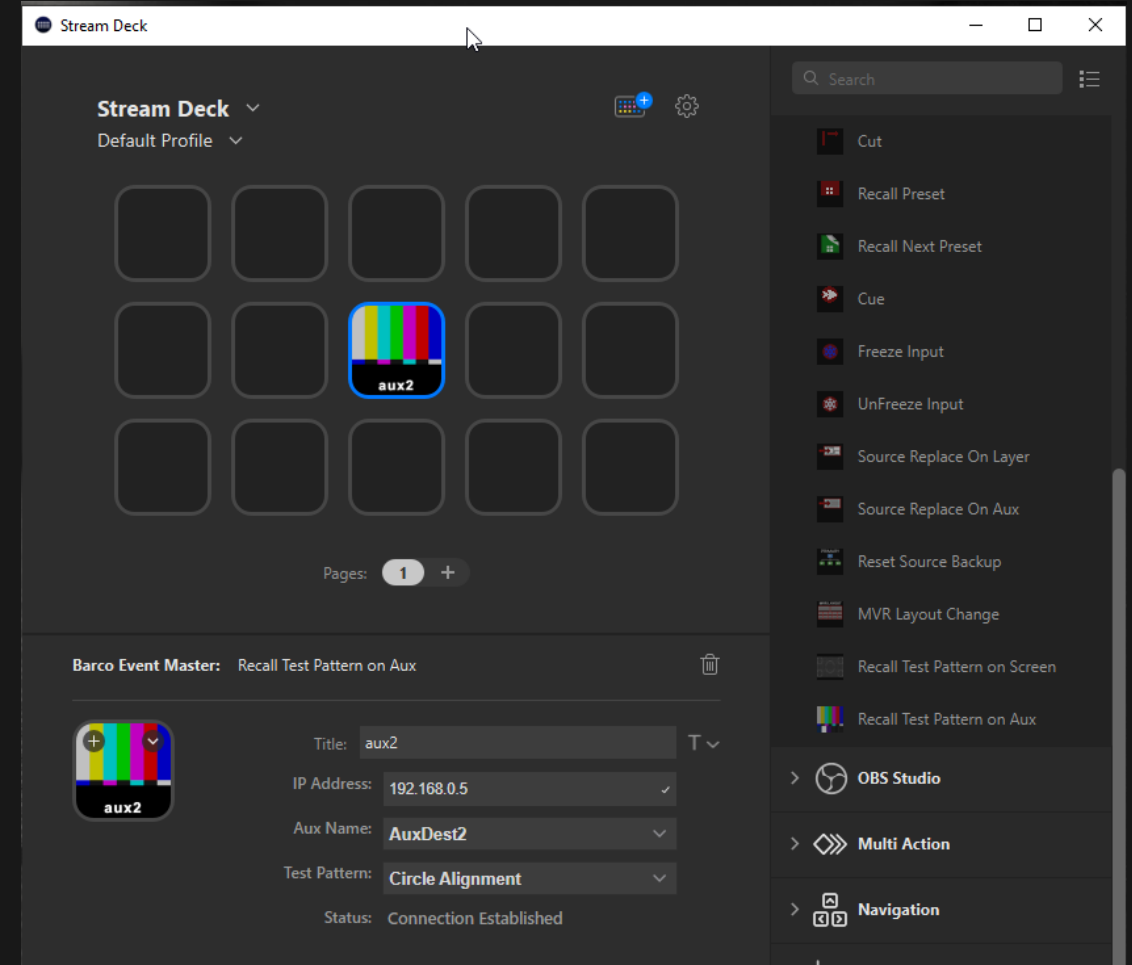
Enter:

- Button Name
- EM IP address

Select:

- Aux Destination
- Test Patten

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



Recall Test Pattern on Screen

Drag and drop the action icon to the desired button

Action to recall a test pattern onto a given screen destination.

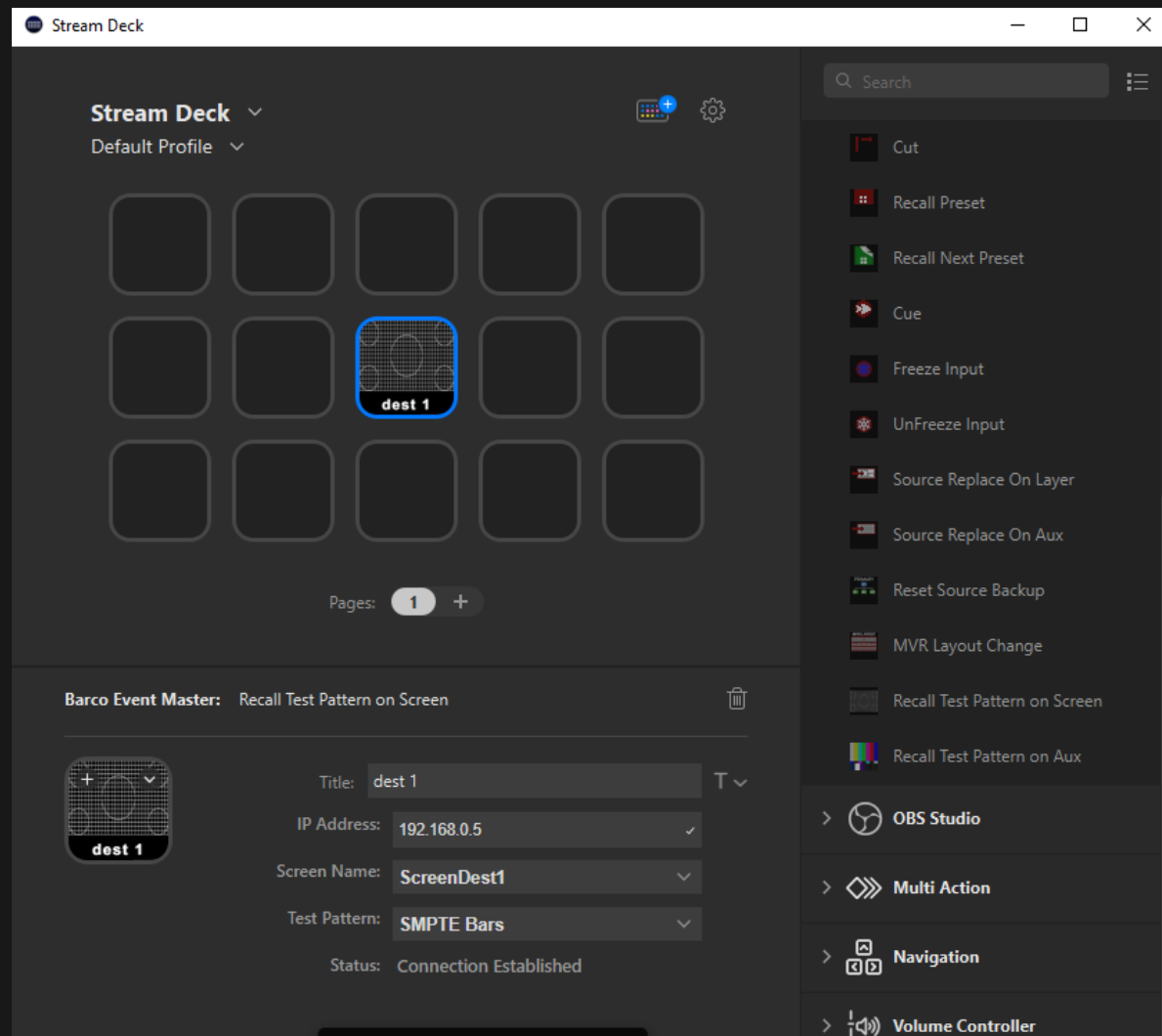
Enter:

- Button Name
- EM IP address

Select:

- Screen Destination
- Test Patten

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





ENABLING BRIGHT OUTCOMES

