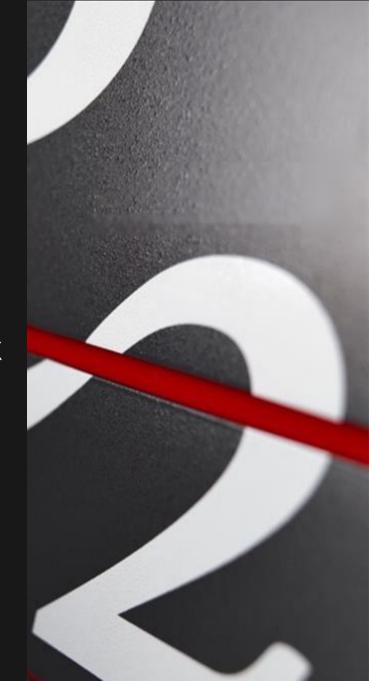


# **Event Master Plugin for Stream Deck**

v3.1.x

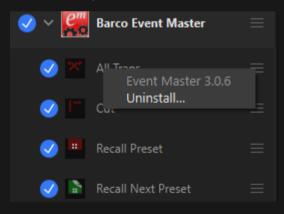
- Requires Event Master version 9.2 or greater
- Requires Streamdeck version 4.1 or greater

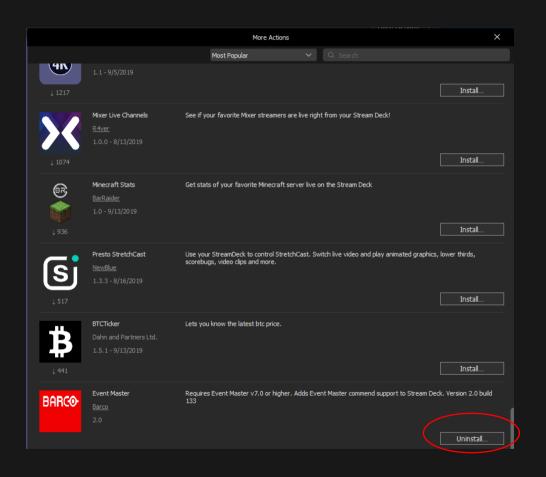




# To Upgrade, you must <u>uninstall</u> the existing StreamDeck Event Master plugin

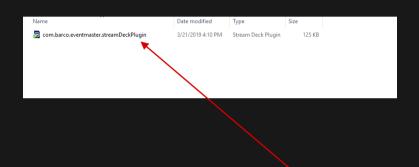
#### Right-click any action to uninstall





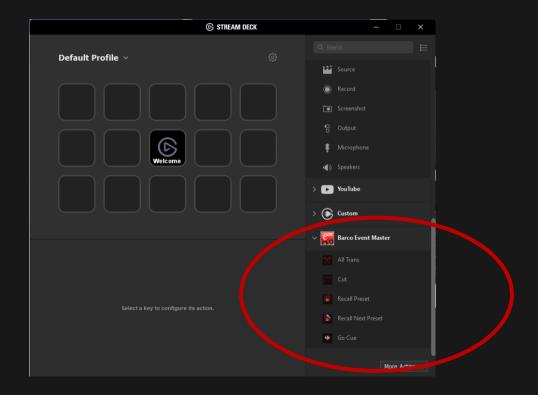


# Install the Stream Deck Event Master plugin



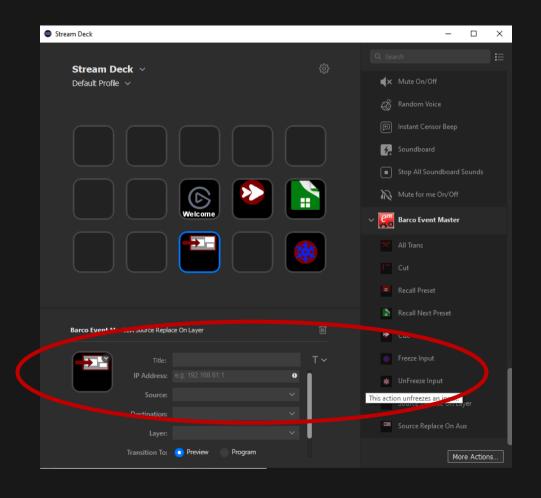
Double clicking the plugin will automatically install it

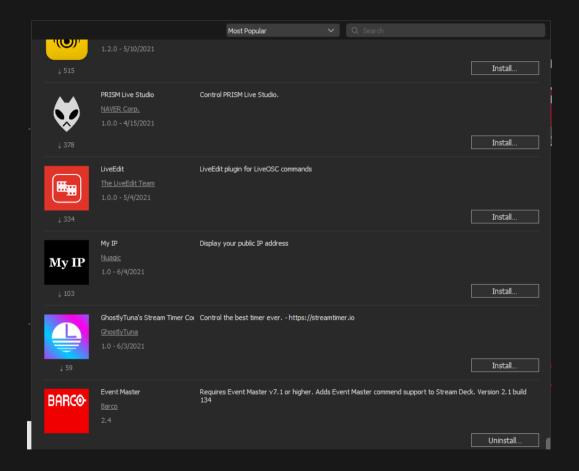
- Current version is 3.0
- Compatible with Streamdeck v4.9 or greater





# What you should see after installing the plugin

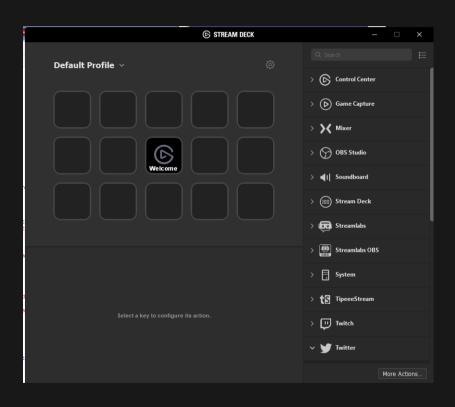


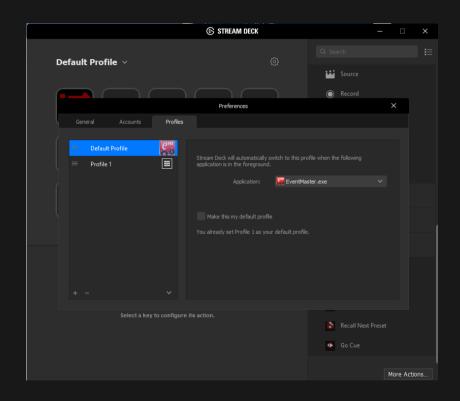




# Automatically open EMT

Update profile preferences and select Event Master Toolset







# All Trans Action

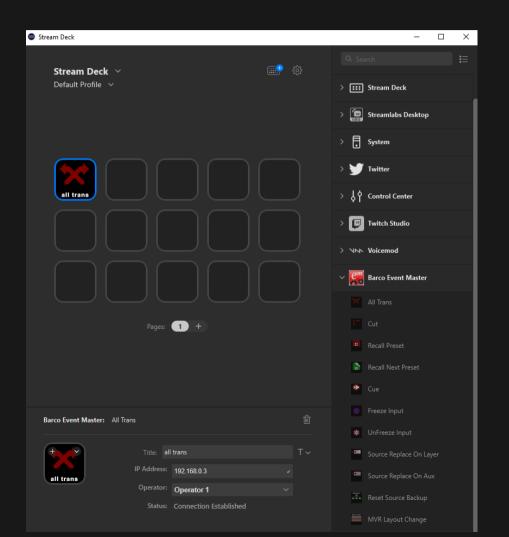
### Drag and drop the action icon to the desired button

#### Enter:

- Button name
- EM Ip Address

#### Select:

Operator





## **Cut Action**

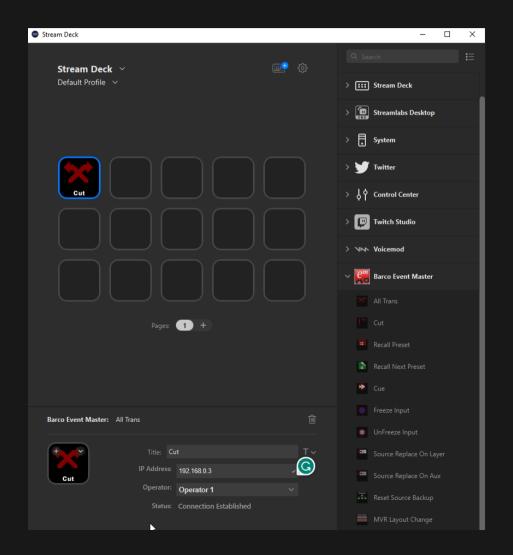
### Drag and drop the action icon to the desired button

#### Enter:

- Button name
- EM Ip Address

#### Select:

Operator





### Recall Preset Action

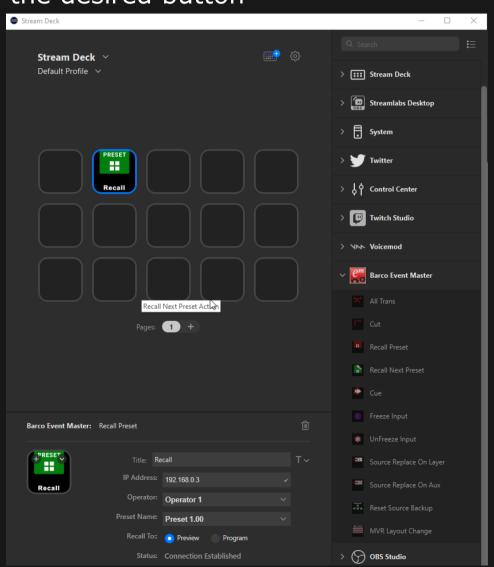
Drag and drop the action icon to the desired button

#### Enter:

- Button Name
- IP address

#### Select:

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





### Cue Action

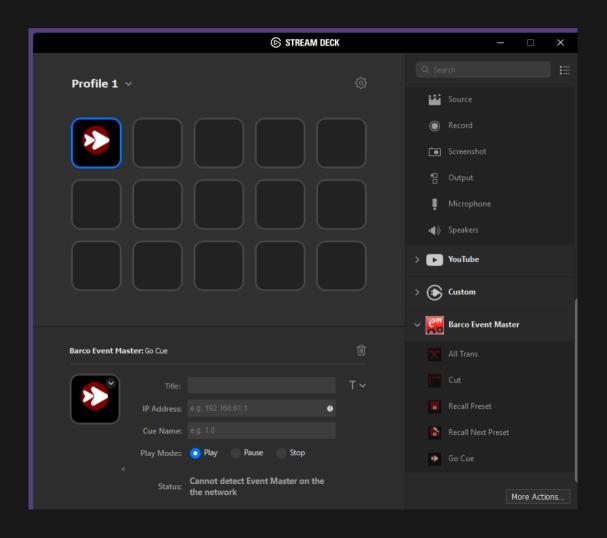
### Drag and drop the action icon to the desired button

#### Enter:

- Button Name
- IP address

#### Select

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





### 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:

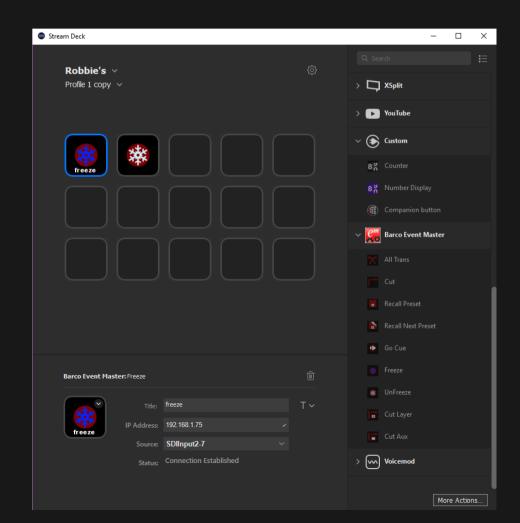
- Button Name
- EM IP address

#### 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:

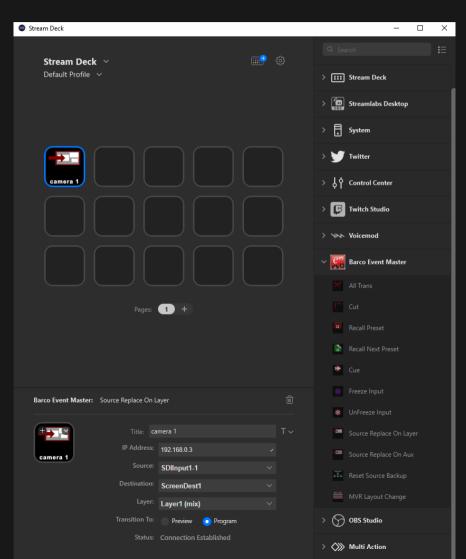
- Name
- IP address

#### 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

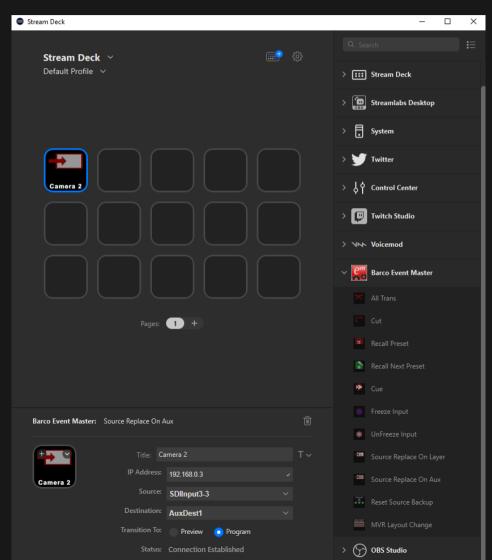
Action to change a source for a given aux destination

#### Enter:

- Button Name
- EM IP Address

#### Select:

- Source from the dropdown
- Aux Destination from the dropdown





# 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:

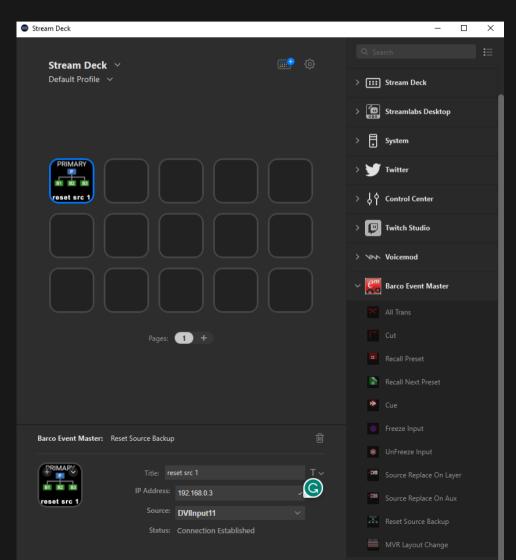
- Button Name
- EM IP address

#### 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

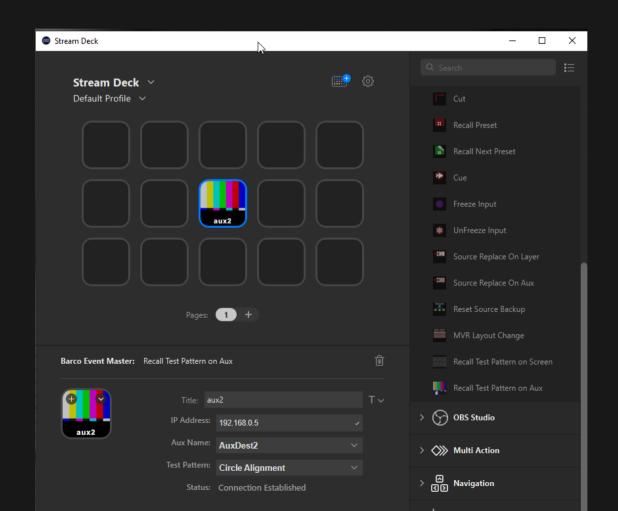
Action to recall a test pattern onto a given aux destination.

#### Enter:

- Button Name
- EM IP address

#### Select:

- Aux Destination
- Test Patten





### Recall Test Pattern on Screen

Drag and drop the action icon to the desired button

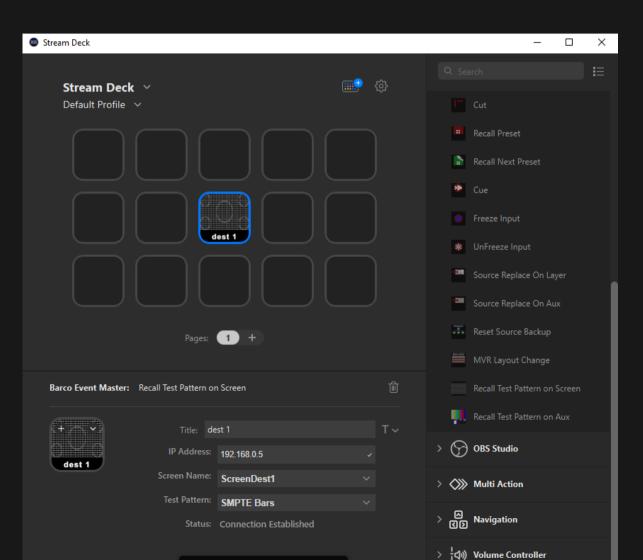
Action to recall a test pattern onto a given screen destination.

#### Enter:

- Button Name
- EM IP address

#### Select:

- Screen Destination
- Test Patten





# Recall Source Backup

Drag and drop the action icon to the desired button

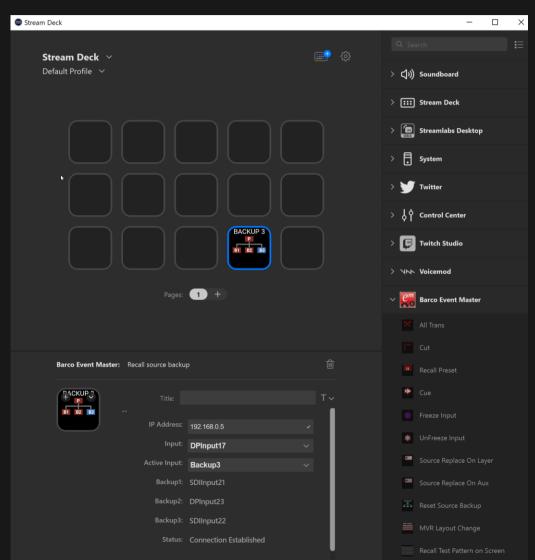
Action to recall a backup for a given input

#### Enter:

- Button Name
- EM IP address

#### Select:

- Input from the dropdown (actual)
- Active Input (backup or Primary)





**ENABLING BRIGHT OUTCOMES** 

