



VIDEOPRO

VideoPro — Control Your Show

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Control your show

Drive a live show from VideoPro: cue and take graphics, edit values mid-show, fire shots from a layout, and operate from a Stream Deck, Bitfocus Companion, a phone, or a tablet.

This section is for the operator at runtime, the person at the keyboard or the control surface during the broadcast. It assumes the production is already configured: graphics designed, data wired, signal chain plumbed. The focus is the cue/take cycle: cue, take, update, recover. Where [Set up your production](#) is about configuration, this section is about performance. Open it when you're prepping a show or in the moments before it goes live.

Start here

- [Cue and take graphics](#) — use this when you want to learn the live show workflow: queue the next graphic, take it to air, take it off.
- [Live Values tab](#) — use this when you need to update text, scores, or names **while** a graphic is on air.
- [Creating shot layouts](#) — use this when you want a touch-friendly grid of one-button shots rather than driving the Project List directly.
- [Stream Deck direct plugin](#) — use this when you want hardware buttons under your fingertips with the simplest possible setup.

What's in this section

- **Cue & take, live** — the cue/take cycle: cue and take, the Live Values tab, the Values Grid, animating updates from live data, instant search, operating a media sequence, instant replay during the show.

- **Shot Layouts & Shot Launcher** — touch-friendly shot grids, Shot Launcher mode, and the Recall Keypad for numeric recall.
- **Stream Deck** — the direct Elgato plugin, and how to choose between it and Companion.
- **Companion** — Bitfocus Companion setup, project-nav buttons, presets, multi-action stacks, remote operation, Companion via Stream Deck, and the Tables controller in Companion.
- **Dedicated Workflows** — operating Media Manager, Media Tracker, and People as live workflows.
- **Remote control & control surfaces** — phone and tablet remote, plus the supported control surfaces (Stream Deck direct plugin and Bitfocus Companion).

Related sections

- To set up the signal chain feeding this show (inputs, Program Out, streaming), see [Set up your production](#).
 - For an end-to-end playbook for a sport, worship service, or hybrid event that wires control surfaces into the rest of the production, see [Solution Recipes](#).
 - When a button stops firing, a Stream Deck won't connect, or the show goes dark mid-cue, see [Troubleshooting](#). The **Hardware control troubles** and **Nothing on air** sections are the fastest paths back to a working show.
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Cue & take, live

Run the show: cue graphic layers in order, update their values from live data, search for the next graphic fast, and roll replays.

This is the operator's chapter during the live show. Every article assumes the project is already built and the data is already wired; it covers what you press, type, and search for once the broadcast is rolling. Read the cue-and-take article first; the others extend it.

What's in this chapter

- [Play graphic layers in a specific sequence](#) — use this when you need to cue and take layers in a fixed order on air.
- [Live Values tab](#) — use this to change values on a graphic that is already on air via the Live Values tab.
- [Update variables in live graphic layers \(Values Grid\)](#) — use this to change values on air via the Values Grid.
- [Animate updates from live data](#) — use this when value changes need to animate in, not snap.
- [Select graphic layers and spreadsheet data with Instant Search](#) — use this to find the next graphic or row without scrolling.
- [Operate a media sequence on air](#) — use this when running a designed media sequence at showtime.
- [Instant Replay during the show](#) — use this to roll back the action live.

Related

- [Control your show — section overview](#)
 - [Shot Layouts & Shot Launcher](#) — for staging combinations of layers as a single take.
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Play graphic layers in a specific sequence

Sequencing is a powerful feature that lets you play graphic layers in a specific order.

- 01 Right-click anywhere on the row of column labels to add the Duration, Next Layer, and Delay columns to your Project List.
- 01 Set up a new channel and populate it with graphic layers.

- 01 Make sure the layers you desire to use for your sequence have a customized duration. Graphic layers will have a no-limit duration by default. This is denoted by -- -- -- in the **Duration** column for that graphic layer. Double-click the cell that corresponds to the layer to enter a custom duration (minutes:seconds;frames). When a custom duration has been set for a graphic layer, the **Next Layer** cell for that graphic will become available.
- 01 Use the **Next Layer** dropdown menu to select which graphic layer from that channel will play next.
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- 02 If you assign a graphic layer to play next on itself, it will initiate a loop sequence and the graphic layer will play indefinitely until you play it out.

Cue and take from the live-status column

Each row in the Project List has a live-status icon at the right edge. What a click on that icon does depends on Auto-live mode in the scheduler.

- **Auto-live ON:** a plain click runs the current playout command on the row. Off-air rows go on-air (Take); on-air rows come off (Take Off).
- **Auto-live OFF (cue/take):** a plain click toggles the row's Next state — clicking once cues the row, clicking again uncues it. Fire the cued row by double-clicking the icon, pressing Spacebar with the row selected (which runs Auto on that row), or using a Take action.

Modifier-click is constant regardless of Auto-live state:

- **Shift + click:** Take.
- **Ctrl + click:** Auto.
- **Alt + click:** Auto-in.

The live-status icon turns red when the row goes on-air, but it remains a play arrow — not a stop icon. Clicking the red icon runs the next playout command

(typically Take Off) for that row.

In cue/take mode, the live-status icon uses a four-state dot palette instead of a play arrow:

- Grey dot: not cued, not on-air.
- Yellow dot: cued (Next).
- Red dot: on-air.
- Purple dot: on-air with a Next already set.

The dot palette has no in-app legend — operators new to cue/take mode may not recognize the colors at first.

Per-variable columns on the Project List

When a layer has Dynamic variables, the Project List can show one column per variable with the current value at a glance. Right-click a column header to toggle these per-variable columns on or off. The values are read-only in the column — to change a value, use the **Live Values** tab in the Properties dock (see [Update variables in live graphic layers](#)).

Do not confuse the per-variable columns with the **Data Controller** column, which shows which Data Controllers are bound to each row, not the variable values themselves.

Per-variable columns refresh about once a second — useful as a quick read-out for operators monitoring several rows at once.

Double-click the Preview column to edit the graphic

Double-clicking the **Preview** thumbnail in a row opens the [Designer](#) on that layer. This is the row equivalent of clicking the **Edit Graphic** button in the [Preview panel](#).

The shortcut only works on editions that include the Designer. On Designer-less editions, double-clicking the Preview column has no effect.

Live Values tab

Note: The tab is labeled **Live Values** in the shipping UI. The page URL retains the legacy name `live-data-tab` for backward compatibility.

Graphics from VideoPro's Graphics Library, and other graphics you may have created, include variables for content which allows you to customize the videos, images, color, gradients, and text. These same variables can also be updated when linked to a data source.

The Live Values tab in the Layer Properties panel exposes a list of variables for the selected graphic layer. Variables vary depending on which inputs were enabled for that graphic in the Designer. For the spreadsheet view that stores multiple sets of variable values for the same graphic, see [Values Grid](#).

- [Live Values](#)
- [Show All Variables](#)
- [List of variables](#)

Live Values

The Live Values tab allows you to edit variables for a single instance of the graphic layer. Any edits in this tab continuously update your graphic layer as variables are customized.

- 01 In VideoPro's playout interface, open a project and select a graphic layer from the Project List.

Tip: Want to create a new graphic? Open the Graphics Library panel and drag a design from the library to the Project List, or choose **File > New Graphic**.

- 01 The Layer Properties panel will open, which includes the Live Values tab and all variables that are available for the selected graphic layer.

- 01 If you want to connect the graphic layer to a data source and automatically drive data to variables from that graphic layer, see the [Connect Data to Graphic Layers](#) section.
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- 02 If you want to manually update the default values in variables or connect a camera to a live video variable, see the following sections in this article. Whenever you update a variable with new information, the graphic layer starts rendering and displays the change when it is fully rendered.

Show All Variables

A slider labeled **Show All Variables** sits above the variables list. The slider has two states:

- **On** (the default) — every variable the graphic defines is listed, including the design-only ones the original template marked as non-dynamic.
- **Off** — only variables marked **Dynamic** in the original template appear. Static template variables are hidden from the list.

Switch the slider off when a graphic exposes more variables than you want to see during a show, and only the dynamic ones matter to the operator. Switch it on when you need to override a value the template designer did not mark dynamic.

The slider's state is per-layer for the current session. Each new project or layer starts with the slider on.

NOTE

NOTE: A variable's **Dynamic** flag also gates whether Data Controllers can drive it. If a data feed should be updating a variable but is not, check that the variable is marked Dynamic in the [Designer](#). Switching the slider off in this tab hides the same non-dynamic variables that Data Controllers ignore.

List of variables

- [Text](#)
- [Colors](#)
- [Gradients](#)
- [Images and pre-recorded videos](#)
- [Live videos](#)
- [Data graphs](#)

Text

Enter new text in a text field, such as **Name** or **Subtitle**, then press **TAB** or **ENTER** to update the graphic.

Colors

Click a color swatch and complete any of the following steps to select a color in the Pick Color dialog:

- Click a color on the wheel.
- Click **Hex** or **Dec**, then enter the desired Hex or Dec values.
- Click the color picker , then click a color on your screen. (Press ESC to cancel the color picker.)
- Click and drag the horizontal sliders to adjust the selected color's hue and opacity.

Gradients

Use the Gradient style to customize design layers with gradients based on multiple colors.

01 Click the color swatch.

02 In the Color section of the Pick Color dialog, complete any of the

following steps to select a color:

- Click a color on the wheel.
- Click **Hex** or **Dec**, then enter the desired Hex or Dec values.
- Click the color picker , then click a color on your screen. (Press ESC to cancel the color picker.)
- Click and drag the horizontal sliders to adjust the selected color's hue and opacity.

01 In the Gradient section, select the number of colors to include in the gradient and the type of gradient from the two drop-down lists.

01 In the gradient color wheel, click and drag each large circle to adjust the gradient's color range, then click and drag the small circles to adjust the transition point between colors.

Images and pre-recorded videos

To replace a default image or video, click an image or video thumbnail, then locate and select a new image or video.

To customize how an image or video fits within the available space for that design layer, select one of the following fit modes from the drop-down list next to an image or video variable.

Fill: The image or video fills all of the available space in the bounding box's dimensions while maintaining its proportions.

Fit: The image or video fits inside the object's bounding box without cropping and retains its aspect ratio, which means the image may not fill the entire variable area.

Stretch: The entire image or video resizes to fit in the entire variable area, but may not maintain its aspect ratio.

Live videos

You can stream video from a webcam or NDI-enabled camera.

- 01 Connect a webcam or NDI-enabled camera to your computer.

- 02 Select a video source from the video drop-down list on the left.
- 01 To customize the appearance of the live video, select an effect from the drop-down list in the middle, and then select one of the effect presets from the drop-down list on the right.

Note: If the design layer's dimensions don't match the aspect ratio of the video source, the live video will be resized to fit within the design layer, which may distort the video. If necessary, resize the design layer in the Designer.

Data graphs

Use data graph variables with text or shape objects to show a percentage or quantity that changes dynamically based on incoming data.

To update the value of a data graph variable, double-click the value and enter a number between 1 and 100, which will be represented as a percentage.

Tip: You can automatically drive data from Facebook comment polls and reaction polls to data graph variables.

Values Grid

The Values Grid tab in the Properties panel is a spreadsheet view that holds multiple sets of variable values for the same graphic. Each column maps to a variable on the graphic layer; each row is one snapshot of those values. Stack rows for repeatable playout — different speakers in one lower third, different sponsors in one bug, different players in one intro card — and play any row by clicking its row-number header at the left edge.

For the single-instance variable editor (one set of values, no rows), see [Live Values tab](#). The two tabs share the same field types (text, color, gradient, image/video, live video, data graph) but use different mechanics; this article documents the grid-specific surface.

- [Use the grid](#)
- [Work with rows](#)
- [Use the Values Grid Sequencer](#)
- [Import Data](#)

[Use the grid](#)

01 In VideoPro's playout interface, open a project and select a graphic layer from the Project List.

02 The Properties panel will open, which includes the Values Grid tab and all variables that are available for the selected graphic layer.

Note: You can change the names of variables when you create variables in the Designer; therefore, the names of variables from your own custom graphics may be different from the names shown in this article's illustrations.

01 The header cells at the top of the table are the variables that the graphic layer contains. Every cell below it is an instance of that variable. Every row that is composed of these cells will behave as an instance for the graphic layer.

01 Click any row's row-number header to play that row's values on air. If the graphic layer is already on air, the values update live and the design layers play their **Update** animations to show the change.

Tip: Values Grid avoids duplicating the same graphic multiple times — all the possible instances of that graphic can live in one tab as rows.

Note: The variable fields in the **Live Values** tab show the values from the row most recently played from Values Grid.

Work with rows

The left edge of the grid is a column of row-number cells. Each row-number cell is both an indicator (shows whether the row is on air) and a play button (click to play that row).

Right-click on a row-number cell to open the row context menu:

- **Insert Row Above** — adds a blank row above the one you clicked. Fill in the cells, then play it.
- **Remove Row** — deletes the row.

To add a row from the current **Live Values** state, open the **Live Values** tab and click **Add to Values Grid**. The current values become a new row at the bottom of the grid.

Use the Values Grid Sequencer

The Values Grid Sequencer walks rows on a timer instead of waiting for you to click each one. Use it for unattended segments — auto-rotating sponsor cards, looping fact-of-the-day inserts, between-segment slides.

01 Click **Show Sequencer** at the bottom of the Values Grid tab. The sequencer panel appears.

02 Build the sequence:

- Select one or more rows in the grid, then click **Add to Sequence** in the sequencer panel.
- Use **Remove from Sequence** to drop rows you no longer want.

01 Pick **Play Mode** — how the sequencer walks the rows:

- **Row Order** — play the rows in grid order, once, then stop.

- **Row Order Looping** — play the rows in grid order, and loop back to the first row after the last.
- **Seq Order** — play the rows in the order they were added to the sequence, once, then stop.
- **Seq Order Looping** — play the rows in sequence-add order, and loop.

01 Set **Interval** — the dwell time on each row, in seconds.

02 Click **Sequencing Off** to switch it on. The button label changes to **Sequencing On** and the timer starts. Click again to stop.

When **Sequencing On** is active, rows advance automatically; clicking a row-number header still works and overrides the sequencer's next selection.

Import Data

The **Import Data** button loads rows from a CSV, XLSX, XML, or JSON file into the grid.

Important: **Import Data** replaces every row currently in the grid. There is no append option and no confirmation prompt. Save any rows you want to keep before importing.

Field types

The Values Grid uses the same field types as the **Live Values** tab. See [Live Values tab](#) for the reference on Text, Colors, Gradients, Images and pre-recorded videos (including **Design Default / Fill / Fit / Stretch** fit modes), Live videos, and Data graph variables.

Values Grid: Related

- [Live Values tab](#) — the single-instance editor for the same field types.
- [Values Grid tab reference](#) — the panel-controls reference.
- [Prepare multiple variations](#) — the introductory tutorial that walks Values Grid end to end.

Pre-cache graphics before a show

Render graphics and their variable values before a live production so nothing renders on air. Pre-caching matters most for complex After Effects designs, which have longer render times and heavier system demands.

VideoPro can pre-cache values for native graphic layers and for After Effects layers. Each pre-cached value set is stored as a row in the **Values Grid** tab, ready to play during the broadcast.

Topics included

- [Pre-cache your graphic layers](#)
- [Pre-cache your spreadsheet data](#)
- [Manage your Values Grid](#)

Pre-cache your graphic layers

01 Choose the graphic layer you would like to pre-cache.

02 Open the **Live Values** tab in the Properties panel.

03 Adjust any values you would like to pre-cache for broadcast.

01 Click the **Add to Values Grid** button on the Live Values tab. The current variable values are snapshotted as a new row in the Values Grid, ready for playing live during broadcast.

Note: Renders for all values in the Values Grid are saved in the same directory as your VideoPro project. They are recalled the next time you open the project.

Pre-cache your spreadsheet data

- 01 Choose the graphic layer connected to the spreadsheet you would like to pre-cache.
- 02 Open the tab named after the Data Controller that's bound to this layer (for example, **Spreadsheet:**) in the Properties panel.
- 03 Click **Send All to Cache**.

Note: To cache a single row instead, click that row, then choose **OK**. The pre-cached values appear in your Values Grid, ready for playing live during broadcast.

Manage your Values Grid

Use the Values Grid to control which data is visualized in your live layers, similarly to operating a connected Data Controller. For the full runtime workflow, see [Values Grid](#).

- 01 In the Project List, select the layer you wish to control.
- 02 Open the **Values Grid** tab in the Properties panel.
- 03 Click in any row of the Values Grid to queue that set of values for the selected layer. The values are shown in Preview.

Note: Values in on-air graphics update in two ways: - If **Auto Update** is enabled, the selected row of values plays in the live graphic immediately. - If **Manually Update** is selected, use the button to send the selected values on air with animations, or the button to update the graphic while bypassing animations.

Tip: Right-click a row to **Insert Row Above**. To delete a row from the Values Grid, right-click it and choose **Remove Row**.

To save the project together with its cache, choose **File > Save Project As...**, then in the Save dialog's **Save as type** dropdown pick **VideoPro project with**

Assets. The cache is bundled into the saved project.

Your saved project can be opened in VideoPro and broadcast on a machine that does not have After Effects installed. The values will not be available to update live, however.

Pre-cache graphics before a show: Related

- [Values Grid](#) — operate the grid during the show.
 - [Values Grid tab](#) — the panel-controls reference.
 - [Which After Effects approach to use](#) — where pre-caching fits in the AE workflow.
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Animate updates from live data

The Layer Properties panel contains the Live Values tab which allows you to manually update variables from a graphic layer. There are two modes for sending updates to graphic layers when information from your variables has been manually edited.

Note: The Auto/Manual toggle and the two manual update buttons appear only on editions that include the live-update entitlement. On other editions, updates are always sent automatically and these controls do not appear.

- [Auto Update](#)
- [Manually Update](#)

Auto Update

By default the Live Values tab is set to **Auto Update**. Any changes you make to a variable in this mode are sent to the live graphic immediately, using the transition preset applied to that design layer from the Designer.

Manually Update

Switch the toggle to **Manually Update** to buffer edits. In this mode the Live Values tab shows two additional icon buttons next to the toggle:

The **Update changes without animation** button sends any pending edits as a cut with no animation. This is very useful for making quick edits to existing information on a live graphic without drawing attention to a change.

The **Update changes with animation** button sends any pending edits using the transition preset applied to that design layer from the Designer.

Note: One of these two update buttons must be pressed every time edits need to go on-air. You can edit multiple variables and follow up with a single press to send them all at once.

Tip: Hit the Enter key on your keyboard or click away from the text entry field to approve changes so that a variable can then be manually updated.

Select graphic layers and spreadsheet data with Instant Search

VideoPro includes an Instant Search feature that enables you to select a graphic in the Project List by typing a graphic layer's name. Also, if a spreadsheet is connected to a graphic layer, you can select data in a spreadsheet by typing a graphic layer's name and the data that you want to display.

Note: Instant Search is entitlement-gated. On editions without the entitlement, the **Use Instant Search** item does not appear in the **Settings** menu.

Note: When the search popup is open, the spacebar appends a literal space to the search string. When the popup is closed, the spacebar plays the row currently selected in the Project List.

Tip: Consider naming your graphic layers in a way that is easy to remember and type; the graphic layer's name is what you'll type to select a graphic layer when using Instant

Search. To rename a graphic layer, double-click the name of a graphic layer in the Project List and enter a new name.

- [Select a graphic layer with Instant Search](#)
- [Select spreadsheet data in a graphic layer with Instant Search](#)

Select a graphic with Instant Search

- 01 Open a project in VideoPro.

- 02 Choose **Settings > Use Instant Search** to turn on the Instant Search feature. (A checkmark appears next to the menu option when it is on.)

- 03 Type the name of a graphic. As you type, a popup list appears in the middle of VideoPro's playout interface and shows the name of every graphic layer from the Project List that matches your entry.

- 01 Press the **down arrow** on your keyboard to highlight the name of a graphic layer in the popup list.

- 02 Press **ENTER**.

Tip: Press SPACEBAR to play a graphic layer that is selected in the Project List. See [Shortcuts](#) for more keyboard controls.

Select spreadsheet data in a graphic layer with Instant Search

- 01 Open a project in VideoPro and, if you haven't already, connect spreadsheet data to a graphic layer.

- 02 Choose **Settings > Use Instant Search** to turn on Instant Search. (A checkmark appears next to the menu option when it is on.)

- 03 Type the name of a graphic. As you type, a popup list appears in the middle of VideoPro's playout interface showing the name of every

graphic in the Project List that matches your entry.

01 Either finish typing the full name of a graphic or press the **down arrow** on your keyboard to highlight a graphic's name in the popup list. Press **Tab** to cycle through entries in the popup.

02 Press the **+** or **forward slash (/)** key on your keyboard to drill into the spreadsheet rows for the highlighted graphic.

03 Type data that appears in the first column of the line or block that you want to select.

01 Press **ENTER** to select the graphic and data.

Tips

- You can hide blocks, lines, or cells of data. See [Legacy Spreadsheet / CSV controller](#) for details.
 - Press SPACEBAR to play a graphic layer that is selected from the Project List. See [Shortcuts](#) for more keyboard controls.
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Operate a media sequence

This article covers what an operator does with a Media Sequence at runtime: changing how it advances, where it stops, and whether it freezes on a frame mid-clip — all from the Properties dock, while the sequence is loaded.

For how to build a sequence in the first place — adding clips, setting Cut In, configuring transitions, picking a Playback Role — see [Create a media sequence](#).

Where the operator controls live

Select the Media Sequence row in the Project List. Two Properties tabs hold the runtime controls:

- **Media Sequence** — the playback and end-behavior settings for the whole sequence.
- **Media List** — the clip table. Each row exposes per-clip **Cut In**, **Duration**, **Repetitions**, **Transition**, **Transition Time**, and **Hold Point**.

What you see on these tabs depends on the **Sequence Type** picked at design time (Continuous Sequence vs. Media List).

Start Behavior

Picks what happens when you take the sequence on air after it has been stopped:

- **Start from beginning** — restart the sequence each time it's played.
- **Resume from last position** — continue from where the last playback was stopped.

Playback Order

Picks how the sequence walks its clips:

- **Sequential** — play clips in the order shown in **Media List**.
- **Random** — shuffle clip order each time the sequence advances.
- **No Change** — don't auto-advance; the next clip is selected only when you tell the sequence to advance (via a button, a remote action, or a variable change). Use this when you want operator-driven pacing through a list.

Stop Behavior

Picks what happens after the last clip:

- **Repeat sequence** — restart from the first clip; loops indefinitely.
- **Hold on final item** — freeze on the last clip after the sequence finishes. For a video clip, the freeze lands on the clip's **Hold Point** (see below). For an image,

the image stays on screen. In Media List mode this option is labeled simply **Hold**.

- **Stop playback** — end after the final clip; the sequence takes itself off air.

Hold Point — pause mid-clip

A **Hold Point** freezes a clip at a specified frame and stays on that frame until you advance the sequence. Useful for quote-of-the-day cards, score cards, and slideshows where pacing should be human-driven.

Each clip row in **Media List** has a **Hold Point** column. Behavior:

- Blank or `-1` displays **End** and is the default: the clip freezes about two frames before its natural end.
- Any positive timecode freezes the clip at that point.

When the sequence reaches a Hold Point, playback stops on that frame. Trigger the sequence again (or fire the **advance** command from a control surface) to release the hold and continue.

Tips for operating during a show

- Toggle **Start Behavior** to **Resume from last position** before a commercial break if you want to pick up where you left off. Switch back to **Start from beginning** afterward.
- If you set every clip in a Media List to **No Change** with operator-driven advance, you have a manual pickup list — fire each clip on demand from a button or hotkey.
- Hold Points are an operator-paced equivalent of a Media List: keep one Continuous Sequence and let Hold Points act as commit points instead of building lots of small sequences.

Operate a media sequence: Related

- [Create a media sequence](#) — the design-side article: how to add clips, configure Cut In/Duration/Repetitions/Transitions, and pick a Sequence Type.
 - [Assign playback roles for media clips](#) — how to use a sequence as a Live Video Source or Transition rather than a normal media row.
 - [Use Media Manager live](#) — for tile-based show control over many sequences at once.
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Instant Replay during the show

Once Instant Replay is configured and recording, this article covers the moves an operator makes on air: scrubbing the buffer to find the moment, trimming with in and out points, picking a playback speed, using Freeze Frame to hold a moment, dropping markers, and adjusting transitions and mute behaviour mid-show from the Quick Settings menu.

For initial configuration — buffer length, source arming, entry and exit transitions — see [Set up Instant Replay](#).

Before you start

- Instant Replay must be enabled and the buffer must be in **Replay ready** (green dot). **Replay recording** (red dot) means the buffer is still filling.
- At least one source must be armed. Only armed sources can be played back.
- The Switcher panel must be visible.

The Instant Replay bar

The bar runs along the bottom of the Switcher panel. From left to right: the settings cog (tooltip **Edit instant-replay settings**), cut buttons, the buffer timeline with playhead and in/out drag-handles, the playback speed dropdown, and the Play / Pause / Live button.

At the bottom right of the Switcher panel, a status indicator shows the buffer state: red dot with **Replay recording** during recording, green dot with **Replay ready** when the buffer is full enough to play back.

Find the moment: scrub the timeline

01 Wait for the **Replay ready** indicator.

02 Drag the playhead along the timeline to scrub through the buffer. The Preview shows the frame under the playhead.

03 Release the mouse to set the playback start to that frame.

The smaller window in each source tile shows the live feed; the larger window shows the buffer at the current playhead position.

Trim with in and out points

The in-point and out-point handles on the buffer timeline trim the replay clip to just the moments that matter.

01 Drag the in-point handle to where the clip should begin. The handle snaps to the playhead when you release.

02 Drag the out-point handle to where the clip should end.

03 Drag either handle again to adjust.

In and out points persist until you move the handles or clear the buffer — useful when you want to replay the same trimmed moment more than once.

Choose a playback speed

The speed dropdown offers four discrete options: **0.25x**, **0.5x**, **1.0x**, and **2.0x**. There are no intermediate values.

The default speed at the start of a session is 0.5x. Change it from the dropdown at any time — the change applies to the next playback start.

Play, pause, resume

Click the play button to start playback from the in point (or from the playhead if no in point is set). Click again to pause. Click again to resume.

When playback reaches the out point, the clip auto-exits with the configured **On Replay Stop** transition and the channel returns to live.

Hold a frame across multiple angles

To hold one frame on air while you cut between camera angles of the same moment:

- 01 Pause playback at the frame you want to hold.
 - 02 Click each armed source tile in the Switcher to show that source's buffer at the same paused frame — multi-angle stills.
 - 03 Click play to resume normal playback.
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Markers

Up to 8 marker slots are available for jumping to specific moments in the buffer. The markers are designed for control-surface and shortcut access; check your Stream Deck / Companion mapping or the Settings cog for the binding details.

Quick Settings (cog)

The cog at the bottom left of the bar opens an in-place menu so you can change replay options without leaving the panel:

- **Transition: on replay start** — pick a different entry transition from the project's transitions.
- **Transition: on replay stop** — pick a different exit transition.
- **Mute graphics during replay** — toggle whether the channel's running graphics are taken down during replay.
- **Don't use VideoPro for switching** — toggle for setups where an external switcher handles the cut and VideoPro only plays back the clip.

NOTE

NOTE: Mute graphics during replay is on by default. If you want graphics to remain visible through the replay, open Quick Settings and turn this off. Operators who expect graphics to persist are sometimes surprised the first time.

Multi-angle: switching sources during playback

While playback is running, clicking a different armed source tile swaps the displayed source to that source's buffer at the same playback position — same moment, different camera. Speed and trim points carry across the switch. Clicking a non-armed source exits replay and returns to live.

Recording pauses during playback

A warning icon on the bar marks an important detail: **the buffer is not updated while a replay is playing**. Recording resumes when the channel returns to **Replay ready**.

This matters for long clips. A 20-second playback is a 20-second gap in what is recorded for the next replay. Plan around back-to-back plays.

To resume recording immediately, exit replay mode (click the Live button or click a live source tile).

Exiting replay

- Click a live (non-buffered) source tile to switch to live and play the **On Replay Stop** transition.
- Let playback reach the out point — auto-exit fires the same transition.
- Click the Instant Replay button or the Live button to exit immediately.

Instant Replay during the show: Related

- [Set up Instant Replay](#) — initial setup, buffer length, source arming.
 - [The Switcher panel](#) — the panel the Instant Replay bar lives in.
 - [Set up transitions](#) — picking the entry and exit transitions used by replay.
-

Shot Layouts & Shot Launcher

Stage a combination of graphic layers as a single "shot" and trigger them together with one click.

Use this chapter when your show repeats the same multi-layer states often — opening shot, scoreboard plus lower-third, sponsor break. A Shot Layout captures which layers are visible at once; the Shot Launcher fires the whole combination with one trigger.

Shot Layouts & Shot Launcher: What's in this chapter

- [Create Shot Layouts](#) — use this to define the layer combinations your show needs.
- [How Shot Layouts are structured](#) — what a Shot stores, per-item overrides, take and stop semantics.
- [Shot Launcher mode](#) — make the Shot Launcher the center panel of the workspace.
- [Recall Keypad](#) — fire Shots from a numeric keypad.

Shot Layouts & Shot Launcher: Related

- [Cue & take, live](#) — for layer-by-layer control on air.
 - [Control your show — section overview](#)
-

Create Shot Layouts

A **Shot Layout** combines multiple graphics into one playable composite. Trigger the shot from the Shot Launcher panel or the Project List and VideoPro plays every graphic in the shot together as a single graphic.

- [Group graphics into a single shot](#)
- [Shot Properties](#)
- [Shot Values](#)
- [Shot Audio](#)
- [Shot transitions](#)

Group graphics into a single shot

The Shot Launcher panel is part of the default **Live** workspace layout.

In the **Edit** workspace, reveal it by clicking the **Shots** icon in the Top Menu Bar.

01 Select two or more graphics in your Project List that you want in the Shot.

02 Click **Group into a shot** at the bottom of the Shot Launcher panel, or drag-and-drop the selected graphics into the Shot Launcher.

01 The new Shot is added to the Shot Launcher.

02 With the Shot selected, open the **Shot Properties** tab in the Properties panel and confirm that all graphics you want included are listed under

Contents.

You can add as many graphics as you need.

Note: Graphics that should appear over other graphics in the Shot must be positioned above the background graphics in your Project List. Adjust the order in the Project List if needed.

Shot Properties

Open the **Shot Properties** tab to control how the Shot behaves as a whole.

Note: *(In VideoPro 2025 and earlier, this tab was called "Shot Layout".)*

Contents

The list of graphics included in the Shot. Add or remove graphics here. For each graphic, you can also set its **zone** — which region of the project's zone layout the graphic appears in — when the project uses a zone layout.

Play other Shots off

When the Shot plays on-air, automatically take down any other Shot that's currently live.

Color label

Pick a color tint for the Shot's tile in the Shot Launcher and Project List, for at-a-glance recognition during broadcast.

When done, return to previous Shot

Acts as a fallback. When this Shot finishes its play-out and **Play other Shots off** is in effect, automatically restore whichever Shot was on-air before this one took over. Useful for quick interruptions — score updates, lower-thirds — that should hand control back to the long-running shot.

Switcher Video

Use **Switcher Video** to pick the switcher source for this Shot — handy when a Shot should ride over a specific live input. The tooltip on the control reads "Choose the switcher video for this shot."

Play content duration

Mark the **Play content duration** checkbox to end the Shot as soon as any contained title finishes; leave it unchecked (the default) to keep the Shot on-air until every contained title has finished.

Shot Values

Open the **Shot Values** tab to override text and image variables for this Shot only.

Note: *(In VideoPro 2025 and earlier, this tab was called "Shot Control".)*

Every variable available in any contained graphic appears here, grouped by graphic. Click the small triangle next to a graphic name to expand or collapse its variables.

To override a variable for this Shot:

- 01 Click **Disabled** in the dropdown next to the variable, then choose **Replace**.
- 01 Edit the text in the Text input box, or pick a new image with the **Fill / Fit / Stretch** option.

The variable is now overridden for this Shot only — the original graphic is unchanged. To revert, open the dropdown again and choose **Disable**.

Shot Audio

Open the **Shot Audio** tab to control audio per-Shot.

For each contained graphic, set:

- **Volume** — the audio volume of that graphic when this Shot is playing.
- **Mute** — silence that graphic in this Shot.
- **Override** — when on, the Shot's audio settings replace the graphic's normal audio behavior. When off, the graphic plays its normal audio.

Use Shot Audio to keep one Shot's voice-over louder than another's, mute background music in a sponsor card, or duck contained graphics' audio to make a presenter's voice prominent.

Notes

The **Notes** tab holds free-form operator notes attached to the Shot — cue reminders, talent names, timing hints. Notes save with the project and never appear on air.

Shot transitions

The Shot Properties panel has two transition controls that sit alongside each other:

- **Shot Transition** — the transition VideoPro uses when this Shot comes on-air. When set, this Shot Transition overrides whatever the Switcher would normally apply.
- **Video Transition** — the Switcher transition associated with this Shot's **Switcher Video**. Use it to set a specific cut, dissolve, or stinger between the previous Switcher source and this Shot's source.

Pick either transition from its dropdown in **Shot Properties**. When neither is set, the Switcher's current transition is used as a normal cut between the previous Shot and this one. To learn more about transitions, see the Transitions article.

Tips

- Drag a Shot into a position in the Shot Launcher to reorder it.
- Right-click a Shot for options like **Rename**, **Duplicate**, and **Delete**.
- The variables in **Shot Values** are the only changes that apply to "this Shot only" — Properties and Audio overrides apply to the Shot as a whole.

See also

- [Assign playback roles for media clips](#) — how a Media Clip's role affects whether it can be a Shot's background or transition
- [Create a media sequence](#)

How Shot Layouts are structured

A Shot Layout is one project item that references other graphics, media clips, and even other Shots. This article explains what a Shot stores, what it overrides on the items it contains, and a few defaults that surprise operators when they ship a project for the first time.

For the procedure to build and configure a Shot, see [Create Shot Layouts](#). For the centralized launcher view, see [Shot Launcher mode](#).

- [What a Shot stores](#)
- [Composite Shots](#)
- [Per-item overrides](#)
- [Defaults to know](#)
- [Take and stop semantics](#)

What a Shot stores

A Shot is a container. It does not duplicate the graphics it includes — it references them. When you change a contained graphic in the Designer, the Shot picks up the change the next time it plays.

The Shot itself owns its **Contents** list, the **Play other Shots off** toggle, a **When done, return to previous Shot** fallback, the **Play content duration** checkbox, a **Video Transition** (the Switcher transition this Shot uses), a **Shot Transition**, an optional **Switcher Video** source, and a **Color label**.

Each entry in **Contents** carries its own overrides on top of the referenced item. See [Per-item overrides](#) below.

Composite Shots

A Shot can contain another Shot. This is called a **Composite Shot** and it lets you compose a complex on-air state out of smaller, reusable Shots — for example, a "sponsor break" Shot that plays a logo Shot and an audio-sting Shot together.

To build one, create the smaller Shots first, then create a new empty Shot and drag the smaller Shots into its **Contents** list the same way you would drag in any graphic. A Composite Shot inherits the same controls as a regular Shot — Play other Shots off, Play Content Duration, transitions — applied to the whole composite.

Note: Avoid deep nesting. VideoPro guards against a Shot containing itself, and a composite that is two or three levels deep gets hard to reason about during a show. Compose flat where you can.

A contained Shot still appears as a normal tile in the Shot Launcher and a normal row in the Project List — you can still take it on-air on its own.

Per-item overrides

For every item in **Contents**, the Shot stores its own overrides without modifying the contained item's original definition. The overrides live in three Properties tabs:

- **Shot Properties → Contents** — per-item **zone** assignment. A single Shot can route Title A to one zone and Title B to a different zone of the same layout.
- **Shot Values** — per-item **variable** overrides. Choose **Replace** in the dropdown next to a variable to override it for this Shot only; choose **Disable** to revert.
- **Shot Audio** — per-item **Volume**, **Mute**, and **Override**. **Override** is the one to know: when off, the contained graphic plays its normal audio; when on, the Shot's Volume and Mute take over.

Note: Override defaults to off in **Shot Audio**. If you set a Volume on a contained item and nothing changes, check that Override is on for that item.

Defaults to know

A few defaults are worth flagging — they aren't wrong, but they catch people out:

- **Play other Shots off** defaults to **on**. Most operators expect this, but if you build a multi-Shot layout where two Shots are meant to coexist, you'll need to turn this off on at least one of them. When off, a badge appears on the Shot's tile to remind you.
- **Play content duration** is unchecked by default — the Shot stays on-air until every contained title has finished. Tick the checkbox to end the Shot the moment any contained title finishes.
- **Shot Audio → Override** defaults to **off** per item. Setting a Volume or Mute without turning Override on for that item is a no-op.
- **Property animation** on Shots defaults to a duration of **0 seconds** — effectively off. This affects animated transitions between Shot states (for

example, animating between Custom Zone Layouts). If your Shot transitions look like cuts where you expected animation, this is why.

Take and stop semantics

Clicking a Shot's tile in the Shot Launcher **toggles** it: an off-air Shot goes on-air, an on-air Shot comes off. This is different from a Project List row, where behavior depends on Auto-live mode (see [Cue and take graphics](#)).

When a Shot ends — because every contained title finished, or because another Shot took it down — VideoPro checks **When done, return to previous Shot**. If that option is on, the previously-on-air Shot is restored automatically.

How Shot Layouts are structured: Related

- [Create Shot Layouts](#)
 - [Shot Launcher mode](#)
 - [Cue and take graphics](#)
-

Recall Keypad

The **Recall Keypad** is an on-screen numeric pad that lets an operator type a short ID, see the matching item highlight in real time, and take it on air with a single press. Use it on shows where a touchscreen, a numeric keypad on the keyboard, or a tablet is the primary control surface and you want to recall items by number rather than by clicking a row.

Recall Keypad: Before you start

The Recall Keypad ships only in VideoPro builds that include live playout, and the dock is gated by a per-edition entitlement. If your edition does not include the entitlement, the View menu does not list **Recall Keypad** and the dock cannot be opened.

You can still work with the keypad without showing the dock. When the keypad's match dispatcher is wired into another panel (such as the Values Grid), typing digits on the keyboard can trigger a recall even when the dock is hidden.

Read these first:

- [Create Shot Layouts](#) — for the kind of item the keypad recalls.
- [Update variables in live graphic layers \(Values Grid\)](#) — for the row IDs the keypad matches against.

Open the Recall Keypad

01 Open the **View** menu.

02 Choose **Recall Keypad**.

The Recall Keypad dock appears on the right side of the workspace and raises to the top of any other panels docked there. The dock is hidden the first time you open the project; once you open it, your layout remembers its visibility.

While the Recall Keypad is active, it also displays in the top bar for quick visibility and access.

To hide it, choose **View > Recall Keypad** again, or close the dock from its title bar.

The keypad at a glance

The keypad shows a numeric pad plus three command buttons:

- **Digits 0–9** — Add a digit to the entry.
- **CLR** — Clear the entry and cancel any staged match.
- **Preview** (the eye button; + on the keyboard) — Cue the matched item without taking it on air.

- **Play** (the triangle button; **Enter** on the keyboard) — Take the matched item on air.

Above the keys, an LCD-style label shows the digits you have typed. When the entered number matches an item, the label turns green. If no match is found, the label stays in its idle color.

Recall an item

- 01 Type the item's number on the keypad, or on the keyboard's number row or numeric pad.

The entered digits appear in the LCD label. As soon as the digits match an item, the label turns green.

- 01 Optional: press **Preview** (or **+** on the keyboard) to cue the matched item without taking it on air.

-
- 02 Press **Play** (or **Enter**) to take the item on air.

After **Play**, the keypad clears the entry and returns to its idle state, ready for the next recall.

NOTE

TIP: The keypad caps entries at five digits. A sixth keypress is ignored with no on-screen warning, so plan numbering schemes that fit within five digits.

Keyboard shortcuts inside the dock

When the Recall Keypad dock is visible, VideoPro routes the following keys to the keypad before any other shortcut:

- **0–9** — Append a digit.
- **Enter** or **Return** — Play the matched item.
- **+** — Preview the matched item.

- . (period) — Clear the entry.

The spacebar is **not** captured by the keypad. Pressing space continues to fire the standard play hotkey for whatever is selected in the Project List, so your existing space-to-take muscle memory keeps working with the keypad open.

Coexistence with Instant Search

The Recall Keypad and [Instant Search](#) can both be enabled on the same project. When the Recall Keypad dock is visible, it consumes number keys first; when it is hidden, Instant Search handles typed input as usual.

Recall Keypad: Related

- [Create Shot Layouts](#)
 - [Shot Launcher mode](#)
 - [Select graphic layers and spreadsheet data with Instant Search](#)
 - [Update variables in live graphic layers \(Values Grid\)](#)
-

Shot Launcher mode

Shot Launcher mode is an alternative top-level layout for the playout window in which the Shot Launcher panel fills the center of the workspace and the Project List becomes a dock-able panel. Use it on shows where Shot tiles are your primary interaction surface — touch-driven productions, scoreboard segments, or any segment where you fire whole layer combinations rather than driving the Project List row by row.

Shot Launcher mode: Before you start

Shot Launcher mode is **not** the default. New projects open in **Project List** mode, where the Project List holds the center of the screen and the Shot

Launcher is available as a dock. Switch into Shot Launcher mode only when the Shot Launcher is the panel you want under your hands during the show.

Read these first:

- [Create Shot Layouts](#) — build the Shots you will launch.
- [Customize your layout](#) — for how saved workspace layouts work.

Switch into Shot Launcher mode

01 Open the **View** menu.

02 Choose **Workspace Focus > Shot Launcher**.

The central widget swaps: the Shot Launcher fills the center of the workspace, the Project List moves into a dock-able panel, and the Shot Launcher's title bar changes to mark it as the active canvas.

To switch back, choose **View > Workspace Focus > Project List**.

Your choice is saved with VideoPro and persists across sessions. You can also save it as part of a workspace layout — restoring that layout flips the mode back to whatever was active when you saved it.

Show or hide the Project dock

In Shot Launcher mode, the Project List lives in a dock-able panel. To toggle the Project dock:

- Press **F9**, or
- Use the Project icon in the top bar.

The Project dock is hidden by default in Shot Launcher mode; show it when you need to scroll the Project List, then hide it again to return the full canvas to the Shot Launcher.

Note: F9 toggles the non-central panel in either mode — in Shot Launcher mode it toggles the Project dock; in Project List mode it toggles the Shot Launcher dock.

Work in Shot Launcher mode

With the Shot Launcher as the center panel:

01 Click a Shot tile to take that Shot on air.

02 To edit a Shot, click the **Edit** toggle in the launcher. The Shot Config panel opens for the selected Shot.

Note: If the launcher is empty (no Shots yet) when you turn on the **Edit** toggle, the launcher creates a new empty Shot and opens its config.

01 Show the Project dock (F9) when you need to see or change the underlying graphic order, then hide it again.

The top bar reflects the mode: in Shot Launcher mode the **Project** panel icon appears and the **Shots** panel icon is hidden (because Shots is already on screen). In Project List mode the reverse is true.

Switching modes and saved layouts

Switching modes rebuilds the central widget. Anything held only in transient panel state may not survive the swap, so save your project before flipping modes during a live show.

When you save a workspace layout, VideoPro records which mode was active. Restoring that layout switches the playout window into the mode the layout was saved in, alongside the dock arrangement.

Shot Launcher mode: Related

- [Create Shot Layouts](#)
- [Recall Keypad](#)

- [Customize your layout](#)
 - [Project List panel](#)
-

[Dedicated Workflows](#)

Operator-facing panels for shows that live or die on one repeated motion: cueing the next clip in a long media block, tracking which name graphic belongs to which speaker. Use a dedicated workflow when you want a single panel that captures the show's central activity instead of driving every action through the Project List.

This chapter covers the operate-side surface for each shipped workflow — where the panel lives in the VideoPro UI, how to open it, and what the operator does once it is open. For how a workflow is configured at build time, see the related controllers and Data Controllers chapters.

[About Dedicated Workflows](#)

Dedicated Workflows are a category of panel that VideoPro groups together in their own menu, separate from [Data Controllers](#). A Data Controller answers "where does the data on this graphic come from?" A workflow answers "what is this panel making happen during my show?" Workflows persist their state per project, so when you close and reopen a workflow panel mid-show the pinned sequences, queues, and assignments come back.

Open a workflow by choosing **Add Source** on a channel and picking from the **Workflows** submenu.

[Dedicated Workflows: What's in this chapter](#)

- [Use Media Manager live](#) — operate a Media Manager panel during a show to play media clips into target zones.

- [Use Media Tracker](#) — operate the Media Tracker (People) panel to manage an auto-queued list of records during a show.

Dedicated Workflows: Related

- [Control your show — section overview](#)
 - [Cue & take, live](#) — the standard cue/take loop that workflows sit alongside.
 - [Data Controller catalog](#)
-

Use Media Manager live

Media Manager is a dedicated workflow panel that organizes media clips into named sequences and plays them out across zones during a show. Use it on shows with long media-heavy segments — pre-roll packages, sponsor reels, video walls — where you want a tile-based panel under your hands instead of cueing each clip from the Project List.

Use Media Manager live: Before you start

Media Manager is registered as a dedicated workflow, so it appears in the **Workflows** submenu and not in the Data Controller list. Sequence content (which clips, in what order, with which playback and zone settings) lives with the project. A handful of panel preferences (thumbnail size, sequence colors) are remembered in the browser layer's local storage and are tied to the computer, not the project.

When the panel is opened from a machine other than the one running VideoPro, some controls are unavailable — full control requires the panel on the VideoPro machine itself.

Read these first:

- [Dedicated Workflows](#) — how workflows fit alongside the regular cue-and-take loop.

- [Create a media sequence](#) — for how media clips and sequences are designed in VideoPro.

[Open Media Manager](#)

01 In the Project List, click **Add new item** (or right-click an empty row).

02 Open the **Workflow** submenu.

03 Choose **Media Manager**.

The Media Manager panel opens. You can dock it into your workspace or leave it floating; place it wherever your hands will be during the show.

[The Media Manager panel at a glance](#)

The panel has four bands:

- **Top toolbar** — the **Filter...** search box, thumbnail-size controls (– / +), and the red **BLACKOUT** button.
- **Tab bar** — **All Media** (every clip across every sequence), one tab per named sequence, plus a + **NEW** button that opens a menu with two choices: **Sequence List** (a manually managed sequence) and **Watch Folder** (a sequence whose contents track a directory on disk).
- **Sequence header** — for any tab other than **All Media**: a color swatch, the sequence name, an item count, a playback-order popup (**Plays Sequentially** / **Plays Randomly**), an item-mode popup (**Sequence** / **Single-Item Pickup List**), an end-behavior sentinel (**Loop** / **Hold onto the last item** / **Stop playback**), an image-duration link (default seconds for still images), a zone-assignment link, and a delete button.
- **Tile grid** — one tile per clip in the active tab. Tiles show a thumbnail, the clip name, and a visual indicator when the clip is on air.

Create a Sequence List or Watch Folder

01 Click + **NEW** in the tab bar.

02 Choose one:

- **Sequence List** — opens the **New Sequence** prompt. Type a name and click **Create New Sequence**. The sequence appears as a new tab. Add clips by drag-and-drop from your file browser, or by using **Add Media** (see below).
- **Watch Folder** — opens a **Select Watch Folder** directory picker. Pick a folder and Media Manager creates a sequence whose contents mirror that directory. A folder-badge icon appears next to the sequence name; hover it to see the watched path. Watch-folder sequences are read-only inside Media Manager — clips added to the folder on disk show up here automatically; manual Add Media and drag-drop are disabled for these sequences.

Supported media formats: mp4 , mov , avi , mkv , wmv , m4v , ts , mxf , webm , flv , mpg , mpeg , png , jpg , jpeg , gif , bmp , tiff .

Add media to a Sequence List

For sequences you create with **Sequence List** (not Watch Folder):

- Drag one or more files from your file browser onto the sequence tab or onto the tile grid.
- Or click **Add Media** (the in-grid empty-state button when the sequence is empty, or the + tile at the end of a populated grid). A file picker opens; multi-select is supported.

You can drop files between existing tiles to set the insertion point.

Operate during a show

Play a clip or a whole sequence

- Click a clip tile to take that one clip on air. The clip goes to the zone shown in the sequence header.
- Click the sequence's **Play** tile (or the play affordance in the sequence header) to start the sequence from the beginning, honoring its playback order and end behavior.

A Media Manager take goes on air through the same path as any other VideoPro take: the Project List reflects the take, control surfaces (Stream Deck, Companion, remote phone) see the playStatus events, and the normal **animatein** / **update** / **animateout** commands run.

Choose how the sequence plays

Open the playback-order popup in the sequence header:

- **Sequentially** — clips play in the order they appear in the grid.
- **Randomly** — Media Manager picks an unplayed clip each step.

Choose between Sequence and Single-Item Pickup List modes

Open the item-mode popup:

- **Sequence** — the tab is a queue. Playing the sequence walks the clips; the end-behavior sentinel decides what happens after the last item.
- **Single-Item Pickup List** — the tab is a stage where you fire individual clips on demand. The sequence behaves as a flat pickup list; the end sentinel is forced to **Loop** and **Hold** / **Stop** are disabled.

Set the end-of-sequence behavior

In **Sequence** mode, the sentinel popup picks what happens after the last clip:

- **Loop** — restart the sequence from the first clip.
- **Hold onto the last item** — leave the last clip on air.

- **Stop playback** — clear the zone and take the sequence off air.

In **Single-Item Pickup List** mode, the sentinel is locked to **Loop**.

Set still-image duration

For sequences that contain still images, click the image-duration link in the sequence header and enter a duration in seconds. This applies to every still in the sequence and is independent of the duration set on each clip's row.

Assign zones

- 01 Click the zone link in the sequence header (the link reads "Assigned to zone: " or "No zone assigned — outputs to full view").

- 02 The **Zone Assignment** dialog opens. Pick the zone the sequence should output to. Sequences can span multiple zone columns; use the dialog's controls to clear an assignment or extend a span.

- 03 Pick a **Fit Mode** for the zone: **Fit** (letterbox/pillarbox inside the zone), **Fill** (crop to fill the zone), or **Stretch** (non-uniform scale to fill the zone).

Filter the grid

Type into the **Filter...** box in the top toolbar to limit the tile grid to matching names. Clear the box (or click the clear-X) to restore the full grid.

Resize thumbnails

Click **-** and **+** in the top toolbar to shrink or grow every tile. This is a per-computer preference and persists across project loads.

Take everything off air

Click **BLACKOUT**. This sends VideoPro's project-wide `alloff` command — it takes every on-air title off air across every channel, not just the rows Media Manager is currently driving.

Warning: BLACKOUT is project-wide, not Media-Manager-scoped. Every channel and every on-air title goes dark — not just the rows Media Manager is currently driving. Use it only when you need a full off-air recovery.

Organize sequences and clips

- **Rename a sequence** — click the sequence name in its header and type a new name.
- **Color-code a sequence** — click the color swatch in the sequence header and pick a color from the palette.
- **Delete a sequence** — click the delete affordance in the sequence header. A **Delete Sequence** confirmation appears.
- **Reorder tabs** — drag a sequence tab left or right in the tab bar.
- **Reorder clips** — drag a clip tile to a new position within the same sequence.
- **Move or copy clips between sequences** — drag a clip tile from one sequence to another.
- **Remove a clip** — right-click the clip tile and choose remove.

(Watch-folder sequences own their clip list from disk, so add / remove / reorder gestures inside Media Manager don't apply to them.)

How Media Manager fits with the rest of the show

A Media Manager take is still a normal VideoPro take. The clip appears on the Project List as the on-air row, and any control surface watching the project — Stream Deck, Companion, or a phone connected via remote control — sees the take and reacts to its playStatus events.

A Media Manager workflow does **not** replace the cue-and-take loop. It runs alongside it. You can keep the Project List visible in another dock and continue to cue and take from there for the segments that are not driven by Media Manager.

Use Media Manager live: Related

- [Dedicated Workflows](#)
 - [Use Media Tracker](#) — the observation-only companion that logs what Media Manager (and the rest of the show) played.
 - [Play graphic layers in a specific sequence](#)
 - [Create a media sequence](#)
-

Use Media Tracker

Media Tracker is a dedicated workflow panel that **observes** what VideoPro plays during your show — it reads from VideoPro's playback history database and logs every media item that goes on-air, with timestamps, durations, and an optional Account assignment. It is **not** a take-control panel; it does not drive playback or queue graphics for air. Pair it with [Media Manager](#) when you need both observation and control.

NOTE

NOTE: Media Tracker is registered in the **Workflows** submenu and shares its icon with the **People** panel referenced in some product material. Despite the shared icon, the two are not the same surface — Media Tracker is observation-only.

What Media Tracker shows

The panel is a **Data Log** of media playback events with columns for **Account**, **Project**, **Title**, **Type**, **Started**, **Finished**, and **Duration**. Each row is one media item that VideoPro played. Empty state strings: **No log entries yet...** (no rows) and **Nothing currently active...** (no item is currently on-air).

The log is project-aware: the **Project** column lets you distinguish events across projects, and the panel uses VideoPro's playback history database (`PlaybackHistoryDb`) so the log survives a restart.

Open Media Tracker

- 01 Click **Add new item** at the bottom of the Project panel and choose **Workflow > Media Tracker** (the entry uses the same icon as the People workflow).
 - 02 The Media Tracker panel opens with the **Data Log Tools** header and the playback log beneath it.
-

Read the table

Each row is one media playback session:

- **Account** — the operator account, if assigned. Click **assign** in a row to attach an account.
- **Project** — the VideoPro project that played the item.
- **Title** — the on-air row's display name from the Project List.
- **Type** — the media type (VideoPro categorizes graphic, media, and live-video sessions).
- **Started** — when the item went on-air.
- **Finished** — when the item came off air. Blank while a session is still active.
- **Duration** — how long the item played.

Rows that are currently on-air show no **Finished** time and remain in the **Nothing currently active...** state once they end.

Assign an Account to a row

Click **assign** in the **Account** column to attach an Account Name. The assignment is **remembered globally by filename** — if another row plays the same file later, that account assignment is applied automatically. This is convenient for crediting talent or partners across multiple shows; the caveat is

that two unrelated media items with the same filename will share an account assignment until you remove it.

Export the log

Use **Export CSV** in the **Data Log Tools** header to copy the current Data Log to your clipboard and save it as a CSV file. VideoPro also prompts you with a **Save Data Log** dialog so you can pick a location.

The export captures the columns visible in the panel: Account, Project, Title, Type, Started, Finished, Duration.

Clear the log

Use **Delete All** in the **Data Log Tools** header to clear every row in the log. Under the hood the panel sends the `playtrackerclearall` command to the scheduler; the log is emptied immediately.

Note: **Delete All** removes the visible log rows. Account-name assignments are stored separately and are not cleared by this action.

How Media Tracker relates to Media Manager

The two workflows operate on different sides of the same playout:

- **Media Manager** drives clips on-air — schedules, takes, sequences, and the BLACKOUT panic stop.
- **Media Tracker** observes what played — a read-only log fed by VideoPro's playback database.

A typical show uses Media Manager to take items on-air and Media Tracker (off in the wings) to log what was played for review, billing, or post-show reporting.

State and persistence

Media Tracker reads from VideoPro's `PlaybackHistoryDb`. Closing and reopening the panel mid-show preserves the log, the column layout, and the account assignments — they are stored project-side, not in panel-local state.

Use Media Tracker: Related

- [Dedicated Workflows](#)
 - [Use Media Manager live](#)
 - [Play graphic layers in a specific sequence](#)
-

Stream Deck

Operate VideoPro from an Elgato Stream Deck — physical buttons mapped to graphic takes, cues, and project actions.

Use this chapter when an operator wants tactile control during the show instead of mouse and keyboard. The Stream Deck Direct plugin connects a Stream Deck to VideoPro without going through a third-party host. For more complex multi-action chains, see the Companion chapter instead.

Stream Deck: What's in this chapter

- [Play graphics using an Elgato Stream Deck](#) — use this to set up Stream Deck Direct buttons that play VideoPro layers.

Stream Deck: Related

- [Companion](#) — for richer button programming via Bitfocus Companion.
 - [Control your show — section overview](#)
-

Play graphics using an Elgato Stream Deck

VideoPro ships a direct Elgato Stream Deck plugin. The plugin runs on the same machine as VideoPro and talks to it over a local WebSocket — there is no Companion middleware, no network configuration, and no extra UI surface to learn. Use it when you want a dedicated tactile surface for playing on-air titles from this VideoPro instance.

Note: This article covers the **direct** Stream Deck plugin (one machine, no Companion). For cross-machine workflows, multi-button macros, or web/mobile buttons, see [Operate Bitfocus Companion with Stream Deck](#).

- [Set up the Stream Deck application](#)
- [Configure a button](#)
- [Play titles from Stream Deck](#)

Set up the Stream Deck application

The Elgato Stream Deck application must be installed on the machine running VideoPro. Download it from [Elgato's downloads page](#) and pick the build that matches your Stream Deck hardware and operating system.

01 Launch the Stream Deck application. VideoPro's actions are already available in the action list — there's no separate plugin to search for or install.

02 The Stream Deck app offers to populate your device with a default profile of VideoPro buttons. Accept the offer to get a working profile out of the box; pick **No** to start from a blank profile.

VideoPro connects to Stream Deck automatically using

`ws://localhost:9023/streamdeck-native`. VideoPro must be running on the same machine; there is no host/port configuration to change.

Configure a button

The plugin exposes two user-visible actions in the Stream Deck app's right-side action list, under the **VideoPro** category:

- **Play Title** — pick a graphic layer from your active VideoPro project; pressing the Stream Deck button takes that layer on-air. Press again to take it off.
- **Advanced Automation** — pick a dynamically-published automation preset from VideoPro. Use this when your show has published presets (sequences, macros, scenes) that you want bound to a hardware button.

Note: The plugin also includes a **Counter** action but it is hidden by default. If your operator workflow needs it, surface it through your Stream Deck profile's filter / category settings.

To configure a **Play Title** button:

- 01 Drag **Play Title** from the right-side action list onto an empty button on the Stream Deck canvas.
- 01 Select the assigned button.
- 02 Set a **Title** — this is the label shown in the Stream Deck application and (when no graphic thumbnail is available) on the device itself.
- 03 From the **Select Graphic** dropdown, pick the graphic layer in your VideoPro project that this button should play.

You can drag **Play Title** onto as many buttons as you like to bind multiple project layers; each button is configured independently.

For **Advanced Automation** buttons, the **Select Automation** dropdown lists every preset that VideoPro has published for automation. The list refreshes as the project changes.

Play titles from Stream Deck

Once your buttons are configured:

- 01 Press a **Play Title** button to take that layer on-air. VideoPro renders the layer through **Program Monitor** the same way it would respond to a take inside the playout interface.
- 02 The button shows a red play indicator while the layer is live. Press the same button again to take it off.
- 03 VideoPro layers added to a Stream Deck button generate a thumbnail preview when one is available, so the device shows the graphic instead of a generic icon.

Tip: Live video and media layers in your VideoPro project can also be assigned to a **Play Title** button.

When to use this instead of Companion

The direct plugin is the simpler choice for **one operator, one machine**:

- No Bitfocus Companion install required.
- No network configuration — uses local WebSocket on `localhost:9023`.
- Two actions cover almost every take-a-title workflow.

Use [Companion](#) instead when you need cross-machine control, mobile/web buttons, multi-action stacks, or feedback-rich button surfaces.

Play graphics using an Elgato Stream Deck: Related

- [Operate Bitfocus Companion with Stream Deck](#)
 - [VideoPro presets in Companion](#)
-

Companion

Drive VideoPro from Bitfocus Companion — multi-action button stacks, project navigation, and remote-control surfaces built on a Stream Deck or browser.

Use this chapter when the Stream Deck Direct plugin isn't expressive enough — when one button needs to chain several actions, when you want to navigate between projects from hardware, or when you want operators on tablets and phones to share the same control surface. Start with setup, then move to the operation articles.

Companion: What's in this chapter

- [Set up Bitfocus Companion](#) — use this first to connect Companion to VideoPro.
- [Assign buttons for project navigation](#) — use this to move between projects from Companion.
- [VideoPro presets in Companion](#) — use this when wiring VideoPro's shipped Companion presets.
- [Create multi-action stacks in Companion](#) — use this when one button must do several things.
- [Operate Bitfocus Companion remotely](#) — use this to run Companion from a phone or tablet.
- [Operate Bitfocus Companion with Stream Deck](#) — use this when the Stream Deck is the front end for Companion.
- [Spreadsheet Controller Operation](#) — use this to drive a Tables controller from Companion buttons.

Companion: Related

- [Stream Deck](#) — for the lighter-weight Stream Deck Direct path.
 - [Control your show — section overview](#)
-

Set up Bitfocus Companion

Bitfocus Companion was designed for broadcasters who need to trigger preconfigured actions (or sets of actions) during a live production. It transforms the Elgato Stream Deck into a professional switchboard console for an increasing variety of hardware and software broadcast solutions and allows you to integrate VideoPro with sophisticated, remote-operated action queues. Companion can be used independently from a Stream Deck surface via web buttons in your browser or mobile device.

VideoPro provides rich, unique icons for button presets, and supports Companion's feedback functionality for a dynamic, easily tailored workflow.

Note: Companion supports Bonjour auto-discovery (TXT `class=VideoPro proto=ws`). Lead with discovery before falling back to manual config.

- [Launch Companion](#)
- [Companion Configuration Settings](#)
- [Setting up your Companion Application with VideoPro](#)
- [Disabling Stream Deck](#)

The Companion application must be downloaded and installed on the machine running VideoPro.

Bypass MacOS Security

When installing Companion on macOS, you may be presented with a security warning:

01 To bypass, right-click the Companion DMG file and click **Open**. A different version of the warning appears:

01 Click **Open** to proceed.

Note: On Mac, drag the Companion icon into the Applications folder when prompted.

Launch Companion

- 01 Open the VideoPro project you would like to control with Companion.
- 02 Open Bitfocus Companion from your Applications folder (Mac) or Program Files (Win).
- 01 A small control window opens. Click **Launch GUI**.
- 01 Bitfocus Companion Admin opens in your default browser.

Companion Configuration Settings

These settings let Companion detect your Stream Deck hardware, X-keys USB Keypads, and Remote Control Services.

- 01 Run through the Configuration Wizard on the right side-bar menu. (Opens automatically for first-time users.)
- 01 Select **Use Companion Natively** (recommended) and enable X-Keys USB Keypads if desired. See [Disabling Stream Deck](#) below if you use this option.

Note: If you need to assign Stream Deck buttons to other applications that don't support Companion natively, enable the Companion Stream Deck plugin.

- 01 Click **Next** and choose the **Remote Control Services** you need.
- 01 Finish by clicking **Next** and following the remaining instructions.

Setting up your Companion application with VideoPro

You land on the **Connections** tab with an **Add Connection** search bar.

- 01 Search for or scroll to **VideoPro**.

Note: Companion's Bonjour auto-discovery will surface running VideoPro instances automatically. If your instance does not appear, fall back to manual config.

01 Select **Add VideoPro**.

The connection should display OK on a green background in the **Status** column.

Note: If Disconnected, close VideoPro and Companion. Be sure to open VideoPro before reopening Companion.

Disabling Stream Deck

To give Companion full control of your Stream Deck hardware, disable the Stream Deck software. Simply closing the application doesn't fully disable it — background processes continue. Use Activity Monitor (Mac) or Task Manager (Windows).

On Mac:

01 Search to open Activity Monitor.

02 Find and highlight StreamDeck.

01 Press the Stop button and choose Quit.

On Windows:

01 Search to open Task Manager.

02 Highlight StreamDeck.

03 Select **End Task**.

Next, see [Assign buttons for project navigation](#).

Assign buttons for project navigation

Bitfocus Companion directly controls navigation, basic operations, and Play/Queue actions in VideoPro. The team has developed preset, identifiable icons with feedback for quick setup, so you can operate the Layers panel from a mobile, tablet, or browser device.

- [Setting Up Preset Layers Navigation Buttons](#)
- [Preset Layers Navigation Buttons Available](#)
- [Preset Layer Buttons Available](#)
- [Preset Playout Buttons Available](#)

Setting Up Preset Layers Navigation Buttons

01 Have your VideoPro project open with channels and layers set up.

02 Navigate to the **Buttons** tab in the top-center menu.

03 On the **Presets** tab in the right side menu, select **NewBlue: VideoPro (Titler)**.

Note: Do not choose Titler Live 4.

01 Select the **Layer Navigation** preset folder.

01 Drag and drop the Preset Layers Buttons to your desired location on the Buttons Configuration Board.

01 Choose the **Back** button in the **Presets** panel.

02 Repeat for **Layers** and **Playout**.

Test by selecting the button on the Configuration Panel and pressing **Test actions** to play live in the Program Monitor.

Tip: To customize button text, navigate to **Play Layer presets > Feedback**. Delete the current entry and set to the desired text.

Preset Layers Navigation Buttons Available

ACTION	DESCRIPTION	EQUIVALENT ACTION
Play/Queue Selected Layer	AutoLive: play the selected layer on/off-air. Queue: manage queue for the selected layer.	Clicking the Play icon next to the selected layer in Layers.
Select Previous Layer	Select the previous layer.	Up arrow on the keyboard.
Select Next Layer	Select the next layer.	Down arrow.
Toggle Selected Layer Exclusivity	Toggle whether the selected layer plays independently or as part of a Project List.	Clicking the exclusivity icon next to a layer.
Select Channel	Select a channel from your project.	Clicking a Channel tab.
Selected Layer's Name	Feedback: reports the currently selected layer name.	(feedback only)
Selected Channel	Feedback: reports the currently selected channel.	(feedback only)

Preset Layer Buttons Available

ACTION	DESCRIPTION	EQUIVALENT ACTION
Play Layer	AutoLive: play any particular layer with a dedicated button. Queue: manage queues with a dedicated button. Button overlays change based on AutoLive or Queue state.	AutoLive: clicking the Play icon next to the layer. Queue: clicking the circle next to the layer.

Preset Playout Buttons

ACTION	DESCRIPTION	EQUIVALENT ACTION
All Off (Panic)	Take all layers in all channels off-air.	Clicking "All off" in Layers.
AutoLive	Toggle between Auto Live and Queue mode.	Clicking the white circle button (AutoLive) in Layers.
Play Action Out and In	AutoLive: play selected on/off-air with the specified action. Queue: execute on Queue. Presets include Auto, Auto-in, and Take.	Spacebar (AutoLive) or specified action button (Queue).
Play Action In	AutoLive: play selected on-air with the specified action. Queue: execute on Queue.	Spacebar (on) or action button (Queue).
Play Action Out	AutoLive: play selected off-air with the specified action. Queue: execute on Queue.	Spacebar (off) or action button (Queue).

Tip: All buttons configured in Companion can also be played by your Elgato Stream Deck. See [Set up Bitfocus Companion](#).

For connecting your Spreadsheet Controllers to Companion, see [Spreadsheet Controller Operation](#).

VideoPro presets in Companion

Companion **Presets** are pre-configured buttons that you can drag onto a Companion page (or Stream Deck button) without manually wiring up the actions and feedbacks. The VideoPro Companion module ships a rich set of presets that mirror the actions you'd most often use during a live broadcast.

How VideoPro provides presets to Companion

When the VideoPro Companion module connects to a running VideoPro, it asks VideoPro for the current project's preset list. VideoPro generates the list dynamically from its **Automation Startup** script — so the presets you see in Companion match the project you have open. Open a different project, and a different set of presets appears.

This means:

- **Presets are project-specific.** A football scoreboard project will offer different presets than a news broadcast project.
- **Adding or removing titles in VideoPro updates Companion's preset list automatically** — there's no need to disconnect and reconnect.
- **A new project that doesn't have an automation script yet will show very few or no presets.**

Find VideoPro's presets in Companion

01 In Companion's web UI, click the **Presets** tab.

02 Choose **VideoPro (Titler Live)** from the connections list on the left.

03 Categories appear — typically organized by what each set of buttons does (organized into groups like **Layout**, **Layers**, and **Layer Navigation**). The exact categories depend on the project you have open.

04 Click a category to see its presets.

Use a preset

01 Open Companion's **Buttons** tab.

02 Pick the page and button location where you want the preset to live.

03 Drag the preset from the Presets tab onto the button location.
Companion fills in the button's style, actions, and feedback.

You can edit the button afterwards — change its label, color, or add additional actions to its press / release / rotate steps. The preset is just a starting point; once placed, it's yours to customize.

What kinds of presets ship with VideoPro

The exact list depends on your project, but typical categories include:

- **Project navigation** — switch between projects, channels, and tabs
- **Layer playback** — play, stop, and pause specific layers
- **Title controls** — bring titles on and off air, with feedback that turns the button green when the title is live
- **Variable manipulation** — set, toggle, or increment a title variable from a button. This is not part of the default automation script and requires a custom Companion configuration; ask your integrator if you need it.

Each preset comes with its own button styling — icon, label, color — designed to be quickly identifiable on a Stream Deck or Companion page.

Customizing the automation script

The list of presets VideoPro offers is defined in VideoPro's **Automation Startup** script. If you're an advanced user, you can edit this script to add, remove, or rename presets. (See the Automation documentation for details.)

After editing the script, reload the project in VideoPro; Companion will receive the updated list automatically.

When presets don't appear

If the **VideoPro** entry in Companion's Presets tab is empty:

- 01 Confirm the connection's **Status** column shows **OK** in green on the **Connections** tab.
- 02 Confirm VideoPro has a project loaded (presets are project-specific).
- 03 Confirm the project's Automation Startup script is enabled — a project without one won't generate presets.
- 04 Restart the Companion connection: in the Connections tab, click the connection's status, then **Reconnect**.

VideoPro presets in Companion: See also

- [Set up Bitfocus Companion](#) — initial installation and connection
- [Assign buttons for project navigation](#)
- [Create multi-action stacks in Companion](#)
- [Operating Companion via Stream Deck](#)

Create multi-action stacks in Companion

Bitfocus Companion allows you to assign multiple actions, with specified delays, to a single button. You can queue a sequence of events in your broadcast with a single press. Start from a button preset and stack additional actions, or fully customize a button from scratch.

- [Stacking Actions on a Preset Button](#)
- [Customizing a Regular Button](#)

Stacking Actions on a Preset Button

01 Choose the Preset Button you wish to begin your stacked action sequence with on the Buttons Configuration Board.

01 Enter your next desired action into **+ Add key down/on action**.

Or **Browse and Add** from the Preset Actions under **Titler**.

Note: Actions for Google Sheets, Excel, Spreadsheets, and all Play Layer actions are only available for the data controllers/layers in an open VideoPro project on the system.

01 Configure any additional properties for the action.

01 Enter the amount of delay from when the button is pressed (default in milliseconds).

01 Repeat for additional actions to stack.

Test by pressing **Test actions** to play live in the Program Monitor.

Customizing a Regular Button

01 Select a blank/empty button in the Buttons Configuration Board.

01 Select **Regular button** in the green dropdown.

01 Customize by typing the Button Text, choosing a color, etc.

01 Enter your desired action into **+ Add key down/on action**.

Or **Browse and Add** from the Preset Actions under Titler.

01 Configure additional properties.

01 Enter the amount of delay (default in milliseconds).

01 Repeat for additional actions.

Test by pressing **Test actions**.

See [Spreadsheet Controller Operation](#) and [Assign buttons for project navigation](#) for a full list of actions.

Operate Bitfocus Companion remotely

Bitfocus Companion can act as a professional switchboard console linked to the Elgato Stream Deck, but also independently via web buttons in any browser, tablet, or mobile device on the same network.

Remote Control Setup

We recommend relaunching Companion if it's already open. You only need to close the browser windows — your sources and Button Configuration Board are saved.

01 In the small control window, select your local network (wired or wireless) in the dropdown under **GUI Interface**, then click **Launch GUI**.

01 Bitfocus Companion Admin opens in your default browser. Open the Configuration Wizard if it does not open automatically.

02 Choose **TCP Raw Socket** in the Remote Control Services window.

- 01 Click **Next** until you reach Review Settings. Verify the values and click **Apply**.
- 01 On your mobile device, enter the IP address for the controller. The desired view can be Emulator, Web buttons, Mobile buttons, or New Web/Mobile buttons.

Your Companion project displays in the remote device's browser. The fullscreen icon (top-left) and settings gear (top-right) adjust the view.

Operate Bitfocus Companion with Stream Deck

Elgato Stream Deck Setup

If you had issues setting up the Elgato Stream Deck in the [Set up Bitfocus Companion](#) article, the steps below help. You may need to relaunch and ensure Stream Deck is fully disabled.

Note: To give Companion full control of your Stream Deck hardware, disable the Stream Deck software. Simply closing the application does not fully disable it — background processes continue and Stream Deck runs at startup by default.

Operate Bitfocus Companion with Stream Deck: Disabling Stream Deck

Option 1 (Mac):

- 01 Click the Stream Deck icon in the top-right menu bar.

- 02 Choose **Quit Stream Deck**.

Option 2 (Mac):

- 01 Open Activity Monitor.

- 02 Highlight StreamDeck.

01 Press Stop and choose Quit.

Note: The Stream Deck application auto-launches on system restart. Disable it again before opening Companion.

Option 1 (Windows):

01 Click the arrow in the bottom-right of the menu bar.

02 Click Stream Deck and choose Quit.

Option 2 (Windows):

01 Open Task Manager.

02 Highlight StreamDeck.

03 Select **End Task**.

Enabling Stream Deck within Bitfocus Companion

01 Relaunch Companion and open the Configuration Wizard.

02 Click **Next** until you reach the USB Surface Detection Configuration window.

03 Select **Use Companion Natively** (recommended) and enable X-Keys USB Keypads if desired.

Note: To assign Stream Deck buttons to other apps that don't support Companion natively, enable the Companion Stream Deck plugin.

01 Click **Next** through to Review Settings. Verify and **Apply**.

Note: If your Stream Deck still doesn't connect or drops, navigate to **Surfaces** and click **Rescan USB**.

VideoPro Companion module actions

The Bitfocus Companion module for VideoPro exposes the actions documented in [VideoPro presets in Companion](#). (An earlier section here referenced a separate Stream Deck plug-in by NewBlue; this article focuses on the Companion native module path, not a Stream Deck direct plug-in.)

Spreadsheet Controller Operation

Google Sheets, Excel, and local Spreadsheet controllers are available via Companion for basic navigation, selection, and playback. This facilitates driving variables, synchronizing actions, and controlling delayed actions per your workflow.

- [Configuring Your Spreadsheet](#)
- [Spreadsheet Controller Preset Actions Available](#)
- [Preset Additional Configuration Options & Requirements](#)

Configuring Your Spreadsheet

- 01 Open VideoPro and set up your project with Layers connected to one or more spreadsheet controllers.
 - 01 Launch Companion from Program Files (Win) or Applications (Mac).
 - 02 Choose **Launch GUI** to open the Companion application in your browser.
 - 03 Navigate to the **Connections** tab and ensure Titler NewBlue is showing OK Status. If not, **Add Connection > Search Titler > Add VideoPro**.
 - 04 Choose the **Buttons** tab.
 - 05 Select the **NewBlue: VideoPro** button under the **Presets** tab.
-

01 Click the **Google Sheets/Excel/Spreadsheet: (Name of Project file)** button.

01 Drag and drop the button preset to your desired location.

Spreadsheet Controller Preset Actions Available

Google / Excel / Spreadsheet Operations

ACTION	DESCRIPTION	ADDITIONAL CONFIG
Select Next Row	Select the next row from a specific spreadsheet or the last-used.	Optional
Select Previous Row	Select the previous row.	Optional
Select by Row	Select a specific row from a spreadsheet.	Required
Select by Value	Select a row by matching a target column to an exact value.	Required
Play by Row	Select and play a specific row on-air.	Required
Refresh	Refresh the spreadsheet (Google/Excel only).	Optional
Autoplay	Start/stop Autoplay for a specific sheet.	Required
Select Sheet	Select which sheet Companion controls when multiple are connected.	Required

Google / Excel / Spreadsheet Feedbacks

ACTION	DESCRIPTION	ADDITIONAL CONFIG
Active Sheet Feedback	Reports the active sheet name.	None
Spreadsheet Feedback	Reports the selected row. Can be configured to show the row index or a column value.	Required

Preset Additional Configuration Options & Requirements

All preset buttons can be edited from the Configuration Board. Most require additional configuration to specify which Row, Column, or Sheet to direct through VideoPro.

Play Next / Play Previous

01 Select the Play Next or Play Previous button.

02 Choose the desired sheet under **Sheet Input to Control**.

Test with **Test actions**.

Select by Row

01 Select the Select Row button.

02 Choose the desired sheet.

03 Type the desired Row under **Row Index in Sheet to Play**.

Test with **Test actions**.

Select by Value

01 Select the Select Value button.

02 Choose the desired sheet.

03 Type the desired Column under **Target Column**.

04 Type the desired value under **Value to match**.

Test with **Test actions**.

Play by Row

01 Select the Play Row button.

02 Choose the desired sheet.

03 Type the desired Row under **Row Index in Sheet to Play**.

Test with **Test actions**.

Refresh

01 Select the Refresh button.

02 Choose the desired Google Sheet or Excel document.

Test with **Test actions**.

Autoplay

01 Select the Autoplay button.

02 Choose the desired sheet.

Test with **Test actions**.

Select by Sheet

01 Select the Select Sheet button.

02 Choose the desired Google Sheet.

Test with **Test actions**.

Selection Feedback

01 Select the Selection Feedback button.

02 Choose **Target Column** or **Row Index** under **Feedback Type**.

Note: If freezing occurs, refresh your browser.

Remote control & control surfaces

Operate VideoPro from a phone, tablet, or other surface that isn't the computer running VideoPro.

Use this chapter when the operator is not seated at the VideoPro computer — a courtside scoreboard operator on a tablet, a worship volunteer running graphics from a phone, a producer at the front of house. VideoPro exposes a web-based remote that mirrors the most-used controls.

Remote control & control surfaces: What's in this chapter

- [Control scoreboard and social graphics from a phone or tablet](#) — use this to drive scoreboard and social graphics from a mobile device.

Remote control & control surfaces: Related

- [Operate Companion remotely](#) — for richer remote control via Companion.
 - [Control your show — section overview](#)
-

Control scoreboard and social graphics from a phone or tablet

When using VideoPro, you can modify any HTML-based Data Controller input using an internet browser from a device that is connected to your network — computers, cell phones, and tablets. Any Data Controller whose setup window shows an **Open in Browser** button supports this workflow.

Note: Changes to your title's design and attributes must still be made in-app — the remote interface only exposes the bound Data Controller's controls, not the Designer.

How to Load a Controller on Mobile

- 01 From your desktop VideoPro software, add either a Scoreboard or Social Data Controller to one of your graphic layers using the Inputs dropdown.
- 01 When the controller window opens, click **Open in Browser** in the top right of the controller window.

- 01 A popup appears. Click **Open in Local Browser** to see the controller opened in your local internet browser, or scan the QR code with a phone or tablet on the same network to open it there.
- 01 A new internet browser will open with the controller's URL visible in the address bar. Enter this URL into a browser on any mobile device *connected to your network*.

Tip: An easy way to send an address to your device is to email it to yourself.

You are now using your controller via your mobile device or tablet.

Multi-NIC machines

If your VideoPro machine has more than one network interface (for example, a wired connection plus Wi-Fi, or a VPN client), the URL generated for the controller uses one of those interfaces. If your phone or tablet is on a different network than the one the URL points to, the page does not load.

To find the correct address, run `ipconfig` on Windows or `ifconfig` on macOS and use the IP address that belongs to the network your phone or tablet is connected to.

In builds that include the QR code button, scanning the code from the controller window opens the URL directly on the mobile device.

Security

The controller URL has no built-in authentication. Anyone on the same network — including VPN clients and guest networks — who knows or guesses the URL can drive the controller. Use it on a trusted network, and keep the URL private.