



VIDEOPRO

VideoPro — Get Started

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Get started with VideoPro

Start here if you're new to VideoPro. You'll install the software, activate your license, learn the interface, and put your first graphic on air.

Most of the rest of the documentation assumes you're familiar with the five main panels — Project List, Library, Preview, Program Monitor, and Properties. Don't skip the interface chapter, even if you've used VideoPro before.

What's in this section

- **Install and activate** — install VideoPro on Windows or macOS, then activate the seat on this machine.
- **The VideoPro interface** — the five-panel orientation (Project List, Library, Preview, Program Monitor, Properties), how to customize it, and how to manage channels in the Project List.
- **Your first graphic, on air** — find a graphic in the Library, drop it into the Project List, play it on, and take it to the Program Monitor.
- **macOS first-run permissions** — the screen-recording, camera, and microphone prompts macOS raises the first time VideoPro launches.

Related sections

- To drive that first graphic from live data, continue to [Play and update graphics](#). The step-by-step path picks up where **Your first graphic, on air** leaves off.
 - To route Program Out to SDI, NDI, a virtual webcam, or a streaming service, see [Set up your production](#).
 - If something isn't working (activation won't complete, the app won't launch, the top bar is red), see [Troubleshooting](#).
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Welcome

Welcome to VideoPro.

If this is your first time launching the application, start here. These topics explain what VideoPro opens with on first launch, then walk through putting your first graphic on air. By the end, you'll have a working session and a basic feel for the workflow.

The fastest way to get going is to choose a title design template from the Library and put it on air — VideoPro ships with a rich suite of designs ready to use. From there, you can customize any template in the Designer, and when you're ready, design your own graphics from scratch.

What's in this chapter

- [The Quick Start dialog](#) — what the welcome window is, why it appears every launch, and how to turn it off.
- [Put your first graphic on air](#) — a five-step exercise that takes a stock graphic from the Library to the Program Monitor.

Related

- [Get started — section overview](#) — install, activate, learn the layout, and the broader on-ramp to VideoPro.
 - [The playout interface](#) — once you've put a graphic on air, learn the five-panel layout that organizes everything in the app.
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The Quick Start dialog

The Quick Start dialog is the welcome window VideoPro opens when it starts. It links to tutorial videos, release notes, the help site, and other getting-started resources.

You don't need to interact with it. Close it and continue — VideoPro is fully usable underneath.

Note: Quick Start does not create or open projects. The **File** menu inside the main VideoPro interface handles **New Project**, **Open Project**, and **Open Recent**.

Turn Quick Start off

01 With the Quick Start dialog open, clear the **Show at startup** checkbox at the bottom of the window.

02 Click **Close**.

VideoPro remembers the choice for the rest of the current major release. When you upgrade to a new major version, Quick Start opens again on first launch so you can see what's new — even if you turned it off in the previous version.

Open Quick Start again

To open Quick Start after you've turned it off, use the **Help** menu inside VideoPro.

When Quick Start doesn't show

If you see the **Activation Is Required** dialog instead, activation hasn't completed yet. Finish activation; Quick Start appears on the next launch. See [Activation flow reference](#).

If the panel appears blank or shows an error, the computer is offline. Quick Start loads its content from the internet — close the window and continue working normally. This does not affect VideoPro's ability to run shows.

The Quick Start dialog: Related

- [Put your first graphic on air](#) — the next step after Quick Start.

- [Activation flow reference](#) — what to do when the **Activation Is Required** dialog also shows.
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Put your first graphic on air

In this article you'll put a graphic on air and verify that VideoPro is working correctly. This is a good first exercise after installation, and a quick way to confirm that a computer is ready for production.

You need VideoPro installed and activated, plus at least one output you can verify — a connected display, NDI, OMT, OBS, SDI, or the Virtual Webcam.

Step 1: Launch VideoPro

Launch VideoPro. Close the **Getting Started** dialog if it appears.

If you see the **Activation Is Required** dialog instead, finish activation first via the **Launch Application Manager** button. See [Activation flow reference](#).

Step 2: Pick a graphic from the Library

- 01 Make sure the **Library** panel is visible. If it isn't, press **F4** or click the Library icon in the top bar.
 - 02 Browse to any collection.
 - 03 Hover the cursor over any preset — the graphic loads and animates in the Preview panel so you can see what it looks like before adding it.
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Step 3: Add the graphic to the Project List

Drag the preset from the Library into the **Project List**. VideoPro adds it as a layer on the current channel.

Step 4: Choose an output

01 Open the **Program Out** menu.

02 Choose an output you can verify:

- **Display** — sends to a connected monitor. Easiest to confirm.
- **NDI** — pick up the stream in NDI Studio Monitor on the same network.
- **OMT** — Open Media Transport, a low-latency network video transport with audio.
- **OBS** — appears as a source inside OBS via the NewBlue OBS plugin.
- **Virtual Webcam** — appears as a camera in Zoom, Teams, Meet, OBS, browsers.
- **SDI** — to a Blackmagic DeckLink or AJA card (when the hardware is connected).

Step 5: Play it

01 In the Project List, click the play button on the row for your graphic.

02 Watch the **Program Monitor** — the graphic should animate in.

03 Check your downstream receiver (the connected display, NDI Studio Monitor, OBS, etc.) — the same frame should appear there.

If the graphic plays in the Program Monitor and on your receiver with no watermark, the install is healthy.

Common problems

If something didn't work, follow the link for the symptom you're seeing:

- **Unlicensed banner won't clear** — open the Application Manager to confirm activation, then see [Activation flow reference](#) for the banner state machine and how to force a re-read.

- **Watermark on output** — you're using a feature your edition doesn't include. The top bar names the feature. See [Feature availability by edition](#).

For other output or device problems, see [Troubleshooting](#).

Next step

Now that you've played a graphic by hand, the next step is to connect it to live data. Continue with [Play and update graphics](#).

Put your first graphic on air: Related

- [Tour the VideoPro interface](#) — a quick orientation to the Setup and Live workspace layouts and the main panels.
 - [Top-bar status indicators](#) — what every indicator on the top bar means.
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Install and activate

Start here when you're installing VideoPro on a new computer.

This chapter covers installation, activation, permissions, and troubleshooting the activation process. By the end, VideoPro should be licensed and ready to use.

Install and activate: What's in this chapter

- [Install VideoPro on Windows](#) — run the signed installer and verify the installation completed successfully.
- [Install VideoPro on macOS](#) — install the `.pkg`, keep VideoPro in `/Applications`, and launch it.
- [macOS first-run permissions](#) — grant Camera, Microphone, and Screen Recording on first use, and recognize the one prompt that requires a relaunch.

- [About the NewBlue Application Manager](#) — use the NewBlue Application Manager to sign in, activate licenses, and install updates.
- [Activate VideoPro](#) — use this when you first launch VideoPro or when you move your license to a new computer.

Install and activate: Related

- [Activation flow reference](#) — what triggers online, offline, deactivation, and seat-move paths, and how to read the banner state.
 - [Trial mode](#) — what trial mode means, what limitations apply, and how to activate to remove the watermark.
 - [Get started — section overview](#) — the broader on-ramp to VideoPro.
 - [The VideoPro interface](#) — once activation is done, learn the panels you'll work with.
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Install VideoPro on Windows

Install VideoPro on a Windows computer and verify that the installation completed successfully.

- [Before you install](#)
- [Run the installer](#)
- [Uninstall VideoPro](#)

Before you install

- You need administrator rights on the computer.
- Close VideoPro if it's running. You don't need to uninstall a previous version — the installer updates it in place.
- Download the installer for your VideoPro product.

Run the installer

- 01 Double-click the downloaded `.exe` and follow the wizard.
- 02 When the wizard finishes, you'll find **VideoPro** in the Start menu.

Note: To activate your license, open the NewBlue Application Manager from the Start menu — it's installed with VideoPro. See [About the NewBlue Application Manager](#).

Uninstall VideoPro

- 01 Open **Settings > Apps > Installed apps**.
- 02 Find **VideoPro Broadcast** (or **Sport / Present**).
- 03 Click the ... menu and choose **Uninstall**.

The uninstaller removes the application. Shared content under `Titler Content\Resources\` and user files in your Documents folder are preserved so other NewBlue products can keep using them. If you want to remove every trace of VideoPro, delete those folders manually after the uninstaller finishes.

Install VideoPro on Windows: Next step

[About the NewBlue Application Manager](#) — what the Application Manager does and how to use it for activation.

Install VideoPro on Windows: Related

- [Install VideoPro on macOS](#)
 - [Installed files and components](#) — what the installer adds, for IT administrators and integrators.
 - [Activation flow reference](#)
-

Install VideoPro on macOS

Install VideoPro on a Mac, place it in `/Applications`, and launch it for the first time.

- [Before you install](#)
- [Run the installer](#)
- [Keep VideoPro in /Applications](#)
- [First launch](#)
- [Uninstall VideoPro](#)

Install VideoPro on macOS: Before you install

- You need an administrator account on the Mac.
- VideoPro now runs natively on Apple Silicon. Rosetta 2 is **not** required.

Install VideoPro on macOS: Run the installer

01 Double-click the downloaded `.pkg` and step through the macOS Installer prompts.

02 When the installer finishes, you'll find **VideoPro.app** in `/Applications` and a **VideoPro** entry in Launchpad.

Note: To activate your license, open the NewBlue Application Manager from `/Applications` — it's installed with VideoPro. See [About the NewBlue Application Manager](#).

Keep VideoPro in /Applications

`VideoPro.app` must live in `/Applications`. The Virtual Webcam system extension and several other macOS integrations check the bundle path. Running VideoPro from `~/Downloads` or `~/Applications` causes the virtual

camera to refuse activation and may trigger Gatekeeper's app translocation, which moves the app to a random temporary directory.

If you've already opened VideoPro from somewhere other than

`/Applications` :

01 Quit VideoPro.

02 Drag `VideoPro.app` to `/Applications` .

03 Launch VideoPro from `/Applications` (not from Downloads or Launchpad's old shortcut).

First launch

If macOS shows "**VideoPro can't be opened because Apple cannot check it for malicious software**", control-click `VideoPro.app` in `/Applications` and choose **Open**, then confirm. macOS remembers the choice for subsequent launches.

On first launch VideoPro also requests Camera, Microphone, and Screen Recording permissions as features that need them are used. See [macOS first-run permissions](#) for what to expect and how to grant each one.

Install VideoPro on macOS: Uninstall VideoPro

macOS `.pkg` installs don't register an uninstaller. To remove VideoPro:

01 Quit VideoPro and the NewBlue Application Manager.

02 Drag `/Applications/VideoPro.app` to the Trash.

For complete removal — including the Virtual Webcam system extension and leftover preferences — see [Installed files and components](#).

[Install VideoPro on macOS: Next step](#)

[About the NewBlue Application Manager](#) — what the Application Manager does and how to use it for activation.

[Install VideoPro on macOS: Related](#)

- [Install VideoPro on Windows](#)
 - [macOS first-run permissions](#)
 - [Installed files and components](#) — what the installer adds, for IT administrators and integrators.
-

[macOS first-run permissions](#)

The first time VideoPro uses a camera, microphone, or screen capture on macOS, the system asks you to grant permission. This article covers what each prompt means, how to grant it, and the one case where you must relaunch VideoPro for the change to take effect.

VideoPro uses three macOS Privacy & Security permissions: **Camera**, **Microphone**, and screen recording (called **Screen Recording** on older macOS versions and **Screen & System Audio Recording** on newer ones). A unified Permissions dialog inside VideoPro shows the current state of each one and provides a button to request access or open System Settings.

- [The three permissions](#)
- [Grant a permission on first use](#)
- [Change a permission later](#)
- [Screen recording requires a relaunch](#)
- [Permissions VideoPro does not use](#)

The three permissions

PERMISSION	WHY VIDEOPRO NEEDS IT	WHEN YOU'LL SEE THE PROMPT
Camera	Use a USB camera, FaceTime HD camera, or other macOS camera as a live video source.	The first time you add a camera as a live video source.
Microphone	Use a microphone, audio interface, or other macOS audio input as a live audio source.	The first time you add a microphone or an audio device that uses one.
Screen Recording (or Screen & System Audio Recording)	Capture a display or a single application window as a live video source. Also required for the Virtual Webcam to read VideoPro's own output.	The first time you add a Screen or Window capture source, or activate the Virtual Webcam.

Note: Virtual Webcam setup requires an additional macOS approval step on top of screen recording. See [Output graphics as a Virtual Webcam](#) for the activation walkthrough.

Grant a permission on first use

When VideoPro first needs Camera or Microphone access, macOS displays a system dialog asking you to allow or deny. Click **OK** to grant. Camera and Microphone permissions take effect immediately — the camera or microphone appears as an available source.

Screen recording is different. After you grant it, you must relaunch VideoPro before it takes effect — see **Screen recording requires a relaunch** below.

If you click **Don't Allow** by mistake, see the next section to re-enable from System Settings.

Change a permission later

To check or change any permission:

01 Open **System Settings > Privacy & Security**.

02 Click **Camera**, **Microphone**, or the screen recording permission listed for your macOS version.

03 Toggle **VideoPro** on or off.

You can also reach the right System Settings page from inside VideoPro:

01 Open the Permissions dialog in VideoPro.

02 Find the permission row whose status shows **Denied**.

03 Click **Open Settings**. macOS opens System Settings on the matching Privacy & Security page.

Camera and Microphone changes take effect the next time you use that source. Screen recording does not — see the next section.

Screen recording requires a relaunch

macOS treats screen recording differently from Camera and Microphone. The VideoPro Permissions dialog button is labeled **Open Settings**, but after you toggle screen recording on in System Settings, the new permission is not picked up until VideoPro is restarted.

Important: After you grant screen recording permission, quit VideoPro and reopen it. Until you relaunch, screen capture sources will continue to show as unavailable even though System Settings shows the permission as granted.

Screen recording is also reported as a binary granted/denied inside VideoPro — there is no intermediate "Not Determined" state. If you've never granted it, the Permissions dialog shows screen recording as **Denied** until you toggle it in System Settings.

Permissions VideoPro does not use

You may see other permissions in **System Settings > Privacy & Security**. VideoPro does not request:

- **Accessibility**
- **Full Disk Access**

- **Automation / AppleEvents**
- **Files & Folders** (Desktop, Documents, Downloads, Removable Volumes)

If another app asks you to grant these permissions on VideoPro's behalf, decline — unless NewBlue Support specifically asks you to enable one.

Note: VideoPro writes only to `~/Documents/NewBlue/` and `~/Library/Logs/NewBlue/`. You may see a one-time macOS prompt to allow access to the Documents folder the first time VideoPro writes there; grant it and the prompt won't recur.

NOTE

NOTE: After some VideoPro updates, macOS may ask you to grant permissions again. This is normal — grant them again and continue working.

Related

- [Install VideoPro on macOS](#) — why `VideoPro.app` must live in `/Applications`.
 - [Output graphics as a Virtual Webcam](#) — the macOS camera-extension activation flow that uses screen recording.
-

About the NewBlue Application Manager

The NewBlue Application Manager is a companion app installed with VideoPro. VideoPro uses it for sign-in, license activation, seat management, and update checks for NewBlue products on the machine.

You use the Application Manager to activate VideoPro.

The Application Manager opens in its own window. VideoPro launches it when activation is needed, and you can also open it from the **Help** menu or directly from the operating system.

- [What the Application Manager does](#)

- [Where to find it](#)
- [How to open it](#)
- [What happens after activation](#)

What the Application Manager does

- Signs you in to your NewBlue account and remembers the session.
- Activates your VideoPro license with your serial number.
- Manages seats — deactivating this machine and reactivating on another.
- Helps you activate VideoPro on a computer without internet access.
- Checks for product updates and installs them.
- Shows which NewBlue products are installed and their license state.

The Application Manager doesn't run productions, hold project files, or interact with graphics. Everything related to making and playing graphics lives in VideoPro itself.

Where to find it

The Application Manager is installed with VideoPro. After install, find it at:

- **Windows:** a **NewBlue Application Manager** entry in the Start menu, backed by `ApplicationManager.exe`.
- **macOS:** `NewBlue Application Manager.app` in `/Applications`.

If the Application Manager is missing, damaged, or NewBlue Support asks you to reinstall it, download the latest version from your NewBlue account page.

How to open it

You can open the Application Manager three ways:

01 From VideoPro. Open the **Help** menu and choose **Manage**

Activation....

- 01 **Directly.** Click the **NewBlue Application Manager** entry in the Windows Start menu, or open `NewBlue Application Manager.app` from `/Applications` on macOS.
-

- 02 **From the Activation Is Required dialog.** If VideoPro shows the **Activation Is Required** dialog, click **Launch Application Manager**.

The Application Manager allows only one running instance per machine. Launching it a second time brings the existing window to the front.

What happens after activation

After activation succeeds, VideoPro usually updates its license status within a few seconds. You don't need to restart VideoPro in most cases.

VideoPro and the Application Manager open and close independently — closing one does not close the other. Sign out and deactivation can finish in the Application Manager even after VideoPro has been quit.

Some NewBlue website or email links may open the Application Manager automatically.

NOTE

TIP: Sign-in is by NewBlue email and password only. There is no Apple ID, Google, or Microsoft single sign-on path.

Next step

[Activate VideoPro](#) — sign in and activate your license.

About the NewBlue Application Manager: Related

- [Activation flow reference](#) — what triggers online, offline, deactivation, and seat-move paths, and how to read the banner state.
-

Activate VideoPro

Activate VideoPro on this computer, or deactivate another computer so you can move your license. Each VideoPro license allows one person to use VideoPro on one computer at a time.

- [Activate online](#)
- [Activate offline](#)
- [Move your license to another computer](#)

Activate online

Use this when the computer running VideoPro is connected to the internet.

01 Open the NewBlue Application Manager. Open it from VideoPro's **Help** menu, from the Windows Start menu, or from `/Applications` on macOS. If VideoPro shows the **Activation Is Required** dialog, click **Launch Application Manager**.

02 Sign in with your NewBlue account. If you don't have one, click **Create Account** and complete the form.

01 If VideoPro activates automatically, you're done.

02 If VideoPro does not activate automatically, click **Enter License** next to VideoPro.

03 Enter your license and click **OK**.

- 01 Activated, up-to-date products are described as current in the Application Manager.

If you sign in with the account that purchased VideoPro, activation may happen automatically. If VideoPro was purchased under a different account, enter your license manually.

Activate offline

Use this when the computer running VideoPro is not connected to the internet. You'll need a second computer with internet access and a USB stick (or another way to transfer text between them).

You'll move two pieces of text between the offline computer and an online one: first an activation URL, then an activation response text.

- 01 **On the offline computer:** open the NewBlue Application Manager from VideoPro's **Help** menu, from the Start menu (Windows), or from `/Applications` (macOS).
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- 02 Click **Enter License** next to VideoPro.
-

- 03 Enter your license and click **OK**.
-

- 04 In the Manual Activation form, enter your **First Name**, **Last Name**, and **email** address. If you have a NewBlue account, use the email associated with it.

A unique URL appears.

- 01 Copy the URL onto a USB stick (or any other transfer method).
-

- 02 **On the online computer:** paste the URL into a browser and press **Enter**. The web page returns an activation text string.

Note: If the email address isn't associated with a NewBlue account, the page asks you

to create one first.

- 01 Copy the activation text string back onto the USB stick.

- 02 **On the offline computer:** paste the activation text into the Manual Activation form.

- 01 Click **Activate**. VideoPro is now activated.

Move your license to another computer

To move your license, deactivate VideoPro on the current computer, then activate it on the new one.

Note: Deactivating from the Application Manager deactivates all NewBlue products on this computer, not just VideoPro. The products still launch, but their outputs are watermarked until you reactivate.

Deactivate VideoPro on the current computer

- 01 Open the NewBlue Application Manager on the computer where VideoPro is currently active.

- 02 Click **Settings** and choose **Deactivate**.

- 03 Click **Deactivate** to confirm.

- 04 Close the Application Manager.

Activate VideoPro on the new computer

- 01 Install VideoPro on the new computer if you haven't already.

- 02 Open the NewBlue Application Manager.

- 03 Click **Settings** and choose **Activate**.

04 Sign in with the same email and password you used on the previous computer.

VideoPro and all NewBlue products on this computer are automatically activated after you sign in.

Activate VideoPro: Related

- [About the NewBlue Application Manager](#) — what the Application Manager does and how to use it.
 - [Activation flow reference](#) — what triggers each path, what the banner means, and how seat moves work.
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The VideoPro interface

Learn the VideoPro interface so you can find each panel, understand what it does, and shape the workspace around the way you run shows.

This chapter orients new operators to the main interface, in the order you'll get to know it: build the list, choose a design, preview and edit it, monitor Program, then drill into the details. Read this section once before you start building projects; the rest of the help assumes you know the names of the main panels and areas of the screen.

NOTE

TIP: Before you build a production, it helps to know how VideoPro will connect to the rest of your system — as a graphics contributor that an external switcher keys over video, or as the tool that renders the finished show. That choice drives your output and alpha settings. See [Choose how VideoPro fits your production](#).

What's in this chapter

- 01 [Tour the VideoPro interface](#) — a quick orientation to the panels and the Setup and Live workspace layouts.

- 02 [Project List panel](#) — the heart of your production: every item in the show lives here.

- 03 [Library panel](#) — where you start: find a title design and drag it into the Project List.

- 04 [Preview panel](#) — see what the design looks like and modify its values, before anything goes on air.

- 05 [Program Monitor panel](#) — send it to the outside world and see exactly what's live.

- 06 [Properties panel](#) — drill down and work on the selected item's details.

- 07 [Values Grid tab](#) — one particularly important Properties tab: prepare and switch between multiple variations.

- 08 [Channels](#) — separate show lists and program paths for more sophisticated productions.

- 09 [Customize VideoPro's layout](#) — now organize what you work with: dock, float, and save panel arrangements.

- 10 [Top-bar status indicators](#) — rounding out the interface: CPU meters, streaming state, and the video panic button.

[The VideoPro interface: Related](#)

- [Get started — section overview](#) — the broader on-ramp to VideoPro.
 - [Control your show](#) — once you know the interface, learn how to drive it on air.
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Tour the VideoPro interface

A quick orientation to the VideoPro panels, in the order you'll meet them: build the show in the Project List, find designs in the Library, check them in Preview, watch the output in the Program Monitor, and fine-tune in Properties. At the end, the two workspace layouts — **Setup** and **Live** — that arrange these panels for building and for show time.

- [Top bar](#)
- [The main panels](#)
- [Panels for show time](#)
- [Two workspace layouts](#)

Top bar

The top bar gives you panel visibility controls, the Setup / Live workspace layout toggle, system status indicators, streaming controls, and the video panic button. For what each indicator means and how the streaming and panic controls behave, see [Top-bar status indicators](#).

The main panels

Project List

The Project List is the heart of your production. Add and arrange the items that make up the show — graphics, media files, live video sources — connect data, and play them from here. See [Project List panel](#).

Library panel

The Library panel is where you start: it holds every title design template installed with VideoPro, plus add-on collections and your own custom designs. Drag a design into the Project List to add it as a layer. See [Library panel](#).

Preview panel

The Preview panel shows the selected item before it goes to Program. Check a graphic, edit visible values, replace images, link data, and preview animation — without putting anything on air. See [Preview panel](#).

Program Monitor

The Program Monitor shows what VideoPro is sending to Program — one channel or several. Use it to confirm the live output, choose a Program Out destination, and monitor audio. See [Program Monitor panel](#).

Properties panel

The Properties panel shows settings for the selected Project List item. The available tabs change depending on what you select. See [Properties panel](#).

Data Controllers

Data Controllers bring live data into a project — scoreboards, weather feeds, spreadsheets, presentation software, Zoom meetings. Open the Data panel to configure a controller, then link its values to graphic variables. See [Data Controller catalog](#) and [How Data Controllers work](#).

Panels for show time

Three more panels appear when you operate the show:

Shot Launcher

The Shot Launcher fires Shots — single-button takes that drive multiple graphics at once. See [Create Shot Layouts](#).

Video Switcher

The Video Switcher groups every live source and lets you cut between them. See [Use the Switcher panel](#).

Audio Mixer

The Audio Mixer shows every live audio source with its own fader and mute, plus a Master fader for the overall send. See [Audio Mixer panel](#).

Two workspace layouts

VideoPro arranges these panels into two workspace layouts. Switch between them with the **Setup** / **Live** buttons on the top bar.

Setup is for building and configuring a show — the Library, Project List, Preview, and Properties panels are front and center.

Live is for operating the show — the Library gives way to the show-time panels: Shot Launcher, Video Switcher, Audio Mixer, and Program Monitor.

You can rearrange either layout and save your own version — see [Customize VideoPro's layout](#).

Tour the VideoPro interface: Next step

- [Project List panel](#) — the heart of your production.
 - [Control your show](#) — drive the show in Live.
-

Project List panel

The Project List contains the items that make up your production. Use it to add and organize graphics, media files, and live video sources as visual layers, then play them during a show.

Other Project List items are not visible layers at all. Shot Layouts synchronize layer playout, transitions define how the Switcher moves between sources, and workflows offer high-level automation. They appear in the list alongside your layers, but they control or organize playout rather than contributing their own picture or sound. And audio items, of course, play sound without a visual element.

The row's **Play** button puts playable items on air. Row order matters too — layers higher in the list render on top of layers below them.

The Project List is organized by channel. Most projects start with one channel. If you need separate show lists or outputs, see [Channels](#).

- [Add a graphic layer](#)
- [Add a media layer](#)
- [Add a live video layer](#)
- [Add a live audio layer](#)
- [Rename, reorder, and delete items](#)
- [Columns](#)
- [Row context menu](#)
- [Bottom toolbar](#)
- [Render status and caching](#)

[Add items to the Project List](#)

The fastest paths for adding items:

- Drag a graphic from the Library, or files from your file browser, onto the Project List. The item inserts at the position you drop it.
- Click **Add new item** at the bottom of the panel and pick a type.
- Right-click a row and use the **New** or **Import** submenus. Available commands depend on the selected item and your VideoPro edition.

To add the non-layer item types, see their own articles: [Shot Layouts](#), [transitions](#), and [workflows](#).

[Add a graphic layer](#)

01 Open the Library panel.

- 02 Click and drag a design from the Library onto the Project List. The new layer inserts at the position you drop it — drop between two rows to insert there, or drop below the last row to append.

After you add a graphic, VideoPro prepares it for playback. The row's status circle shows a clock while rendering and settles into a subtle grey checkmark when the graphic is ready.

Important: Wait for the render status to finish before taking the layer live, so the graphic plays smoothly.

To change the graphic's text, colors, or images, click the layer and update its values in the Properties panel. See [Live Values tab](#). The graphic is now ready to preview or play.

Add a media layer

Drag an audio, image, or video file from your file browser onto the Project List, or right-click a row and choose **Import > Media**. You can drag several files at once; each inserts at the drop point.

Add a live video layer

Right-click any row and choose **New > Live Audio/Video**, then pick an input category (NDI, capture device, browser, screen, and so on). You can also use **Add new item > Live Audio/Video** from the bottom toolbar. See [Use live video sources](#).

Add a live audio layer

Right-click any row and choose **New > Live Audio/Video > Audio Device**, then pick the audio input you want.

Manage items

Rename an item

01 Double-click the item's name in the **Name** column.

01 Enter a new name.

02 Press **Tab** or **Enter** to save it.

Reorder items

- Click and drag an item to a new position in the Project List.
- Or right-click an item and choose **Move Up** or **Move Down**.

Delete items

Right-click the item, choose **Delete**, and click **Yes** to confirm. You can also select one or more rows and click the trash icon in the bottom toolbar.

Swap one graphic for another

VideoPro does not replace a layer when you drag a Library graphic onto an existing row — the new layer inserts above or below the row instead. To swap graphics, delete the old layer, then add the replacement in the same position.

Columns

- **Name** — the item's name. Double-click to rename.
- **Preview** — a thumbnail of the item. Double-click the thumbnail to open the [Designer](#) on that graphic (when your edition includes the Designer).
- **Data Controller** — the Data Controller bound to the item's variables, if any. Click the controller's icon to open its panel.
- **Hot Key** — the key chord that triggers the row's playout command.
- **Duration** — the maximum playout duration, including animations in and out.

- **Next Layer** — the layer to play after this one. Available only when the row has a finite **Duration**; the layer plays for that duration, then jumps to the chosen **Next Layer**.
- **Delay** — pause between this layer ending and **Next Layer** starting. Available only when both **Duration** and **Next Layer** are set.

Right-click any column header to open the column menu and toggle individual columns on or off.

Below the column toggles, the same menu has a **Sequence Exclusivity** check item. Turning it on adds a small per-row button to every item; the button marks the item as a member of a mutual-exclusivity group so that only one such item plays at a time during playout.

Row context menu

Right-click a row to open the context menu. The set of entries depends on your edition and the item type:

- **New** — submenu for inserting an item above the row. Contents include **Graphic**, **After Effects Comp**, **Shot Layout**, **Media Sequence** (a submenu with **Sequence List** and **Watch Folder**), **Transition** (a submenu of transition templates), **Effect** (a submenu of effect templates), and **Live Audio/Video** (its own submenu of input categories: Windows Device, Screen, NDI, SRT, RTSP, RTMP, Audio Device, Blackmagic, Utility, Browser). Entries appear only when your edition supports them — Live Audio/Video requires the video-input feature, After Effects requires AE support, and so on.
- **Import** — submenu with **Layer...**, **Graphic...**, **Media...**, **After Effects...**, and **Shot Layout...**
- **Save Layer...** — saves the item to the Graphics Library. Designer editions only.
- **Save Shot Layout...** — appears on Shot rows.
- **Manage Shots** — submenu with **Add to** and **Remove from** lists of the existing Shots in the project. Use it to make the selected item(s) members of one or more Shot Layouts.

- **Rename** — renames the item.
- **Duplicate** — copies the row.
- **Move Up / Move Down** — reorder the row.
- **Re-cache Graphic** — rebuilds the graphic's cache.
- **Edit...** — opens the Designer on the item. Designer editions only.
- **Enable As Transition / Disable As Transition** — promotes or demotes a graphic into a transition for the Switcher. Appears on graphic and media items.
- **Lock Playback / Unlock Playback** — pins a live video layer to Program. Broadcast editions only.
- **Show in Explorer (Windows) / Reveal in Finder (macOS)** — opens the file location for media-backed and graphic items. The label includes the actual filename.
- **Delete** — removes the item.

Data Controllers can add their own actions to the bottom of the menu when the controller is bound to the selected row.

Bottom toolbar

The bottom of the Project List panel hosts the always-on controls for adding and editing project items. From left to right:

- **Group into a shot** — collects the selected layers into a single Shot Layout.
- **Add new item** — opens a single popup that lists every item type you can add: **Titler Graphic, After Effects Comp, Shot Layout, Media Sequence, Transition, Effect, Live Audio/Video, Workflow**, plus **Import Content...** Entries appear only when your edition supports them. This is the fastest way to add an item without using the row context menu or dragging from the Library.
- **Edit...** — opens the selected item in the appropriate editor (graphics open in the Designer).
- **Delete** (trash icon) — removes the selected items.

Render status and caching

VideoPro renders a graphic layer after you add it to a channel. The row's status circle starts grey, shows a filling clock indicator while the graphic is rendering, and settles into a subtle grey checkmark when the graphic is fully cached.

A graphic layer re-renders when you change a value to a new one. Setting a value back to what it already was does not trigger a re-render — VideoPro keeps the cached frames around.

To force a rebuild, right-click the row and choose **Re-cache Graphic**.

Project List panel: Related

- [Channels](#) — separate show lists, channel management, and output mapping.
 - [Library panel](#) — find a title design to drag in.
 - [Play graphic layers in a specific sequence](#) — playout order, hotkeys, and sequencing.
-

Library panel: Library panel

The Library panel — titled **Graphics Library** in its dock — lists title design templates you can drag into the Project List. Press **F4** to show or hide the Library, or click the **Library** button on the top bar.

What the Library contains

The Library holds the title design templates bundled with VideoPro, any add-on collections you've installed, and the custom titles you've saved. Templates are organized into folders (categories), and folders appear as icons in the same grid as the templates.

The panel shows:

- A **back** button at the top, with the current folder's name next to it.

- A grid of thumbnails — folder icons and title design templates.

In the bottom-right corner, three buttons:

- **Save current title here** — saves the active title design into the current folder.
- **New category** — creates a user folder.
- **View mode** — toggles between icon and list view.

Browse and preview

01 Double-click a folder icon to open it.

02 Click the **back** button to go up a level.

03 To preview a title design, move the mouse over its thumbnail. After a short delay, VideoPro plays the title's animation in the Preview panel. Move the mouse away from the thumbnail to stop the preview.

The Library has no search field. Navigate to templates by folder.

Add a graphic to your show

01 Find the template in the Library.

02 Click and drag its thumbnail onto the **Project List**. A new layer is added at the drop position.

You can select multiple thumbnails (Shift-click or Ctrl/Cmd-click) and drag them together.

Save the current title to the Library

01 In the Library, navigate to the folder where you want the title design saved. Create a new user folder first if needed.

- 02 Click **Save current title here** in the bottom-right corner. The active title design is added to that folder.

Create, rename, and delete user folders

User folders are categories you create in your own library, alongside the bundled ones.

- 01 Navigate to the parent location where the new folder should live.

- 02 Click **New category** in the bottom-right corner.

- 03 Type a name for the folder.

To rename a user folder, right-click its icon and choose **Rename**. To delete one, right-click and choose **Delete**; VideoPro asks you to confirm, then removes the folder and any titles inside it. Bundled folders cannot be renamed or deleted.

Switch view modes

Click the **view mode** button in the bottom-right corner to switch between icon view (large thumbnails) and list view (small icon plus name). The choice is remembered per folder.

Library panel: Related

- [Project List panel](#)
- [Properties panel](#)
- [Designer Workspace panel](#) — edit a title design.
- [Save graphics and presets to the library](#) — the design-side save workflows.

Preview panel: Preview panel

The Preview panel shows the selected Project List item before it goes to Program. Use it to check a graphic, edit visible values, replace images, link data, and preview animation without putting anything on air. Press **F6** to show or hide the panel, or click **Preview** on the top bar.

The **Link Data** sidebar appears on the left, and the preview canvas appears on the right. Buttons along the bottom show or hide links, open the Designer, and preview animation.

Edit the title right in the preview

The preview canvas is also an editor. You can change text, colors, images, size, and placement all from this one place — before you ever touch the Properties panel or the Live Values tab.

The canvas shows the selected item at the project's frame size, scaled to fit the panel. Move the pointer over the canvas to show editable elements.

- Click a text element to edit it in place.
- Click an image element to replace it.
- Click and drag the green border handles to reposition or scale an element. Dragging here updates the **Position** and **Scale** values in the [Transform tab](#).
- Double-click an element to reset its position and scale.

Preview is not Program. Changes and animations in this panel do not go on air until you use the **Play** button on the item's row in the Project List.

Background

The preview background is **Alpha** — a transparent checkerboard — by default. To change it, choose **View > Preview Background**, then pick **Program Monitor, Shot Layout, Black, Grey, White, Alpha, or Image...**

Link Data sidebar

The **Link Data** sidebar lists data fields from Data Controllers connected to the selected item. Click **Link Data** at the bottom of the panel to show or hide the sidebar.

When the sidebar is hidden, the button reads **Link Data**. When the sidebar is visible, the button reads **Hide Links**.

Connecting data fields

There are two ways to connect a Data Controller field to a design variable:

- **Drag and drop** — drag the field from the list onto a design element in the canvas. If the element has more than one variable, a menu appears so you can choose which variable to connect.
- **Right-click** — right-click the field and choose the design variable to connect it to.

When the sidebar is empty

The sidebar lists only fields from Data Controllers connected to the selected item. If the item has no connected Data Controllers, the sidebar is empty.

Edit Graphic button

The **Edit Graphic** button opens the selected title graphic in the [Designer](#). Only title graphics have this button — other Project List item types cannot be edited in the Designer.

You can also open the Designer by double-clicking the **Preview** column in the [Project List](#).

Preview button

The **Preview** button plays the selected item's build-in and build-out animation in the canvas. This is a local preview only; nothing goes to Program. The button

appears only for playable items that have a timeline, such as graphics and media clips.

NOTE

IMPORTANT: The **Preview** button is not a Take. Pressing it plays the animation only inside the Preview panel. To put the item on air, use the **Play** button on its row in the Project List.

VideoPro uses **Preview** in two places. The top-bar **Preview** button shows or hides the Preview panel. The **Preview** button inside the panel plays the selected item's animation locally.

Render progress

When VideoPro is preparing the selected graphic, a small progress bar appears at the bottom of the panel between **Edit Graphic** and **Preview**. The bar fills while VideoPro prepares the preview and disappears when rendering is complete. This applies only to graphics — other item types do not need to render.

When the panel is hidden

The Preview panel is hidden by default in **Live** workspace presets and shown by default in **Setup**. Press **F6** to show or hide it, or click **Preview** on the top bar.

Preview panel: Related

- [Properties panel](#)
 - [Project List panel](#)
 - [Move and resize items for Program](#)
 - [Live Values tab](#)
-

Program Monitor panel

The Program Monitor panel shows what VideoPro is sending to Program. Use it to monitor one or more channels, check live output, and listen to local monitor audio. Press **F5** to show or hide the panel, or click **Program** on the top bar.

If your project has more than one channel, the Program Monitor can show multiple channels at the same time. Click a channel to make it the primary view. The selected channel fills as much of the monitor area as possible, and the remaining channels appear along the side.

NOTE

IMPORTANT: The Program Monitor does not create the output. Closing the panel does not stop Program or disconnect any configured output. VideoPro continues sending output even when the Program Monitor is hidden.

Video monitor

The video monitor shows the current Program output for the visible channel or channels. It updates at the project frame rate, and the panel's title bar shows the project's format — for example, **[3840 x 2160, 29.97 fps, Progressive]**.

Monitor multiple channels

When a project has more than one channel, the Program Monitor shows the channel outputs at the same time, each labeled with its channel name.

Click a channel to focus on it. The selected channel fills as much of the monitor area as possible, and the other channels move to the side. Click one of the side channels to make it the primary view.

Output destination button

The button at the bottom right of the panel shows the current Program Out destination — **NDI**, for example. Click it to choose a different destination from

the menu.

This button changes the live output, not just the monitor view — it is the same selection as the **Program Out** menu. See [Set up graphics output](#).

[Audio monitor strip](#)

The audio strip shows the local Program Monitor audio level. It lets you adjust what you hear through your speakers or headphones without changing the audio sent to Program.

Drag the fader to raise or lower the monitor volume. These controls affect only the Program Monitor audio; they do not mute or change Program output.

Click the monitor button at the bottom of the strip to choose the audio device for monitoring, or choose **Mute Audio** to silence local monitoring. VideoPro remembers the selected device between sessions.

If the project includes a Zoom Mix audio source, a second audio strip appears for the Zoom Mix. It has its own fader and mute control.

For the meter scale, fader increments, and reset controls, see [Program Monitor audio controls](#).

[Program Monitor panel: When the panel is hidden](#)

The Program Monitor panel is present in both the Setup and Live workspace presets by default. Press **F5** to show or hide it. The Program Monitor is included in every VideoPro edition.

[Program Monitor panel: Related](#)

- [Tour the VideoPro interface](#)
- [Channels](#)
- [The Audio Mixer](#)
- [Preview panel](#)

Properties panel: Properties panel

The Properties panel is where you actively manage the selected Project List item — every value, variation, transition, and playback detail it exposes lives here. Press **F3** to show or hide it.

The panel changes based on what you select. The tab bar across the top shows the tabs available for the selected item, and the item's name appears under the tab bar. A graphic, media clip, live input, Shot Layout, and transition can each show a different set of tabs. If only one tab applies, the tab bar is hidden.

Two tabs handle most value changes

For graphics, media clips, and live inputs, most value changes happen in two tabs:

- **Live Values** — the current values shown by the selected item. Use it to edit text in a lower third, swap a headshot, or change a color. See [Live Values tab](#).
- **Values Grid** — prepared rows of values you can play during the show. For graphics, each row can hold a different variation. For live inputs, rows switch the input source. See [Values Grid tab](#).

The remaining tabs are item-specific — transition overrides for graphics, the clip list for media sequences, source settings for live inputs. They're listed by item type below.

How value changes reach Program

The **Auto Update** dropdown in the top-right corner of the value tabs decides when your changes reach Program:

- **Auto Update** (default) — changes in **Live Values** or the **Values Grid** update Program immediately.

- **Manually Update** — VideoPro holds your changes so you can check them in the Preview panel before sending them to Program. Two buttons in the panel header send the held values: **Update changes without animation** sends them immediately with no animation — useful when fixing a typo — and **Update changes with animation** sends them and plays the graphic's update animation.

Next to the dropdown on the Live Values tab, **Add to Values Grid** captures the current Live Values as a new row in the grid — a quick way to build up variations as you work.

Tabs by item type

Graphics

- **Live Values** — the values shown by the graphic, with the **Show All Variables** toggle and the **Add to Values Grid** button. See [Live Values tab](#).
- **Values Grid** — prepared rows of values for the graphic. See [Values Grid tab](#).
- **FX Transitions** — graphic-specific play and update transitions, when supported by the graphic and licensed by your edition. See [Set graphic transition overrides](#).
- **Transform** — adjust position, scale, fit behavior, or zone assignment without editing the original design. See [Move and resize items for Program](#).

Media clips and media sequences

- **Media Sequence** — the list of clips and playback flow controls. See [Create a media sequence](#).
- **Media Properties** — the clip's **Playback Role** and, for sequences, the **Sequence Type** (Continuous Sequence or Media List). See [Assign playback roles for media clips](#).
- **Live Values**, **Values Grid**, and **Transform** also appear, as they do for graphics.

Live inputs

- **Live Audio/Video** — the input source picker and per-source settings. See [Use live video sources](#).
- Source-specific tabs appear for some input types: **Browser**, **RTMP Settings**, **SRT Settings**, and so on.
- **Values Grid** — for live inputs, the grid rows switch the input source. See [Values Grid tab](#).
- **Transform** — for live inputs this holds **Fit Mode** and **Fill Color** rather than position and scale. See [Move and resize items for Program](#).

Shot Layouts

- **Shot Properties** — the Shot's behavior and contents.
- **Shot Values** — variables for the graphics inside the Shot.
- **Shot Audio** — per-item audio faders inside the Shot.
- **Notes** — operator notes attached to the Shot.

See [Create Shot Layouts](#).

Transitions

A transition shows one settings area with no tab bar — duration, preset, and controls for the selected preset.

See [Set up transitions](#).

Workflows are the exception

Workflow items — Media Manager, Media Tracker, and the other dedicated workflows — don't use the Properties panel at all. Each opens its own panel and does not depend on the current Properties selection. See [Dedicated Workflows](#).

Properties panel: Related

- [Live Values tab](#)

- [Values Grid tab](#)
- [Set graphic transition overrides](#)
- [Move and resize items for Program](#)
- [Designer Properties panel](#)

Values Grid tab

When one graphic needs to show several different versions during a show, the **Values Grid** tab is how you prepare them ahead of time and switch among them while the graphic is live — one lower third can hold rows for several speakers, one sponsor bug rows for several sponsors, one player graphic rows for a whole roster. Switching rows updates the graphic without replacing it.

The tab stores prepared rows of values for the selected Project List item. For a graphic, each row can hold a different set of values for the graphic's **Update Live** variables. For a live input, rows can switch the selected input source.

The far-left **Index** column identifies each row. The remaining columns come from variables in the graphic that can **Update Live** while the graphic is on air. Play a row by clicking its row header, recall it by Index, or use the Sequencer to advance through rows on a timer.

This page documents the controls on the tab. For the introductory tutorial, see [Prepare multiple variations](#). For the operate-time playback view, see [Values Grid](#).

Update Live variables become value columns

In a graphic Values Grid, the value columns come from the graphic's **Update Live** variables. A graphic with **Update Live** values for **Name**, **Headshot**, and **Accent** shows columns for those values, plus the **Index** column at the far left.

Static variables are not listed in the Values Grid because they cannot change while the graphic is on air.

To rename a value column, rename the underlying variable in the [Designer](#).

Index column

The **Index** column appears at the far left of the Values Grid, added by VideoPro to identify each row. Use it to assign a number to a row.

During a show, you can type that number in the **Recall Keypad** window, or on a physical numeric keypad, to recall the matching row quickly — the keypad's **Preview** button cues the row without taking it on air, and **Play** takes it. See [Recall Keypad](#).

When importing data, VideoPro can use a source column named `index` or `idx` to fill the grid's **Index** column.

Cell editors

The editor inside each cell matches the variable's type:

- Text → text editor
- Solid color → color picker
- Gradient → gradient picker
- Image or texture → image picker
- Data graph → numeric edit
- Live video → input source picker
- Visibility → on/off toggle
- Checkbox → boolean checkbox

Values Grid on live inputs

Live inputs have a Values Grid too. Its rows switch the input source: the grid shows a **Switcher Video** column whose cells are source pickers, so each row selects a different camera, NDI feed, or test pattern. Play a row to switch the input to that source — the same row-playback gestures and Sequencer apply.

Play a row

Click a row's header at the left edge of the grid to play or preview that row, depending on the current update mode. You can also recall a row by typing its **Index** value in the **Recall Keypad** window or on a numeric keypad.

- In **Auto Update** mode, the row's values go to Program immediately, playing the graphic's update animation.
- In **Manually Update** mode, the row plays to the Preview panel instead. Check it there, then send it to Program with the **Update changes without animation** or **Update changes with animation** button in the Properties panel header.

Row state icons

The row header at the left of the grid marks row state:

- **Sequenced** rows (rows added to the Sequencer's order) carry a darker fill.
- The **playing** row overlays a play icon on top of the row header.
- The **previewed** row overlays an eye icon on top of the row header.

Add a row

The Values Grid has no Add Row button. Use one of the following gestures:

- Double-click a cell in the empty row at the bottom of the grid. The grid appends a new row.
- Right-click any existing row and choose **Insert Row Above**. The new row appears above the selected row.
- Use **Import Data** to bulk-load rows from a file (see below).

New rows are pre-filled with type-aware defaults: textures default to white (`#FFFFFF`), numeric data graphs default to `0` , other types default to empty.

Remove a row

Right-click the row and choose **Remove Row**. The row is removed immediately. There is no undo from the Values Grid.

Import Data

The **Import Data** button reads tabular data into the grid from a file.

01 Click **Import Data**.

02 Choose a **.csv**, **.xlsx**, **.xml**, or **.json** file.

03 The grid is rebuilt from the file's contents.

If the imported file includes a column named `index` or `idx`, VideoPro uses it to fill the grid's **Index** column.

WARNING

WARNING: Import Data overwrites the grid. Every existing row is replaced with the rows from the file. There is no append option and no confirmation prompt. Save your project first if the grid already holds rows you want to keep.

If the file cannot be parsed, an **Error Importing Table Data** dialog appears and the grid is left unchanged.

Copy and paste cells

Select a cell or range and use the standard copy and paste shortcuts. Copying a row copies every column in that row. Pasting writes into the cells starting at the current selection.

The Sequencer

Click **Show Sequencer** to open the Sequencer side panel. The Sequencer walks rows on a timer; you control which rows participate, in what order, and

at what interval.

Choose which rows participate

- 01 Select one or more rows in the grid.

- 02 Click **Add to Sequence** to add them to the sequence in selection order. Sequenced rows show a darker fill in the row header.

- 03 To take rows out of the sequence, select them and click **Remove from Sequence**.

Choose a Play Mode

The **Play Mode** dropdown has four options:

- **Row Order** — play every row in the grid once, top to bottom.
- **Row Order Looping** — same as Row Order, then loop back to the top.
- **Seq Order** — play only the sequenced rows, in the order you added them, once.
- **Seq Order Looping** — same as Seq Order, then loop.

Seq Order and **Seq Order Looping** play nothing if you have not added rows to the sequence.

Set the Interval

The **Interval** field sets the seconds between rows. The default is **3**. The field accepts whole numbers from **1** to **9999** — fractional seconds are not supported.

Start and stop the Sequencer

The **Sequencing Off / Sequencing On** toggle starts and stops sequencer playback. Choosing a Play Mode does not start playback on its own; the toggle must be on.

Live update behavior

When your edition licenses live updates and the Properties panel is set to **Manually Update**, VideoPro holds Values Grid changes — cell edits and row selections alike — so you can check them in the Preview panel before sending them to Program. Send them with one of the two icon buttons in the Properties panel header: the **no-animation** button (tooltip: "Update changes without animation.") or the **with-animation** button (tooltip: "Update changes with animation.").

In **Auto Update** mode, cell edits and row selections go to Program as soon as you commit them.

Values Grid tab: Related

- [Prepare multiple variations](#)
 - [Values Grid](#)
 - [Recall Keypad](#)
 - [Live Values tab](#)
 - [Properties panel](#)
-

Channels

A channel in VideoPro is an independent show list with its own Project List items and playback state. Every project starts with one channel.

Channels can feed primary Program Out destinations — NDI, SDI, Display, Virtual Webcam, and the other outputs you pick from the **Program Out** menu. Secondary outputs, such as RTMP/SRT streaming, Zoom, and ISO recording, receive a copy of the program output rather than defining a channel's destination themselves.

When to use multiple channels

One channel handles multiple simultaneous graphics — a scoreboard, a lower third, and a bug can all be live on the same channel at once. Most shows need only one.

Multiple channels usually come into play when VideoPro feeds a switcher with more than one graphics overlay input and the operator wants to control what is seen at the switcher level. For example, one channel might hold the scoreboard and other game-time graphics while a second holds media playout sequences for game highlights — the switcher operator brings each overlay in and out independently.

Secondary outputs don't necessarily require additional channels: a stream, a Zoom send, or an ISO recording can receive a copy of the program output from the channels you already have.

Channels per edition

VideoPro Sport includes one channel; VideoPro Broadcast supports up to 16. You can purchase additional channels for your license — see [channel add-ons](#) on newbluefx.com.

Add a channel

01 Look at the tab bar above the Project List. Each existing channel has its own tab.

02 Click the **+ Add Channel** button at the right end of the tab bar. A new channel tab appears, selected, with an empty Project List.

If the **+ Add Channel** button is not visible, your license is limited to one channel.

Rename a channel

- 01 Right-click the channel's tab and choose **Rename**, or double-click the tab name.
- 02 Type the new name.
- 03 Press **Enter** to save.

NOTE

IMPORTANT: Renaming a channel may rename any output destination that uses the channel name. For example, an NDI source named after the channel disappears from the network and reappears under the new name — downstream receivers must re-select it — and a multi-channel Watch Folder filename changes the same way.

Delete a channel

- 01 Right-click the channel's tab and choose **Delete**.
- 02 Confirm if prompted.

The channel and every item in its Project List are removed immediately. The project always keeps at least one channel; you cannot delete the last remaining channel.

Reorder channels

Click and drag a channel tab left or right along the tab bar to change its order. The new order is saved with the project.

Switch between channels

Click a channel's tab to make it active. The Project List shows that channel's items, and the Properties panel, Preview, and Program Monitor follow the

active channel's selection.

Every channel keeps playing whether or not its tab is the active one. Switching tabs is a view change, not a playout change — graphics already live on the channel you switch away from stay on air.

How channels map to outputs

Channels feed the primary destinations you select from the **Program Out** menu. How they map depends on the output type:

- Some outputs expose **one destination per channel** — each channel becomes its own NDI source (named after the channel), its own Watch Folder file, its own virtual camera.
- Others require you to **assign channels to ports** — SDI cards (DeckLink, AJA) and TriCaster have discrete outputs, and you choose which channel feeds each one in the output setup.

Secondary outputs — RTMP/SRT streaming, Zoom, ISO recording — receive a copy of the program output. They don't appear as per-channel destinations.

The destination-specific articles in [Set up graphics output](#) describe each output's routing in detail.

Stop playback by channel

Stop the active channel

Click **Stop All** on the tab bar to stop every live item on the currently active channel.

Clear all channels

To clear output across every channel, switch to each channel and click **Stop All**. There is no single control that stops every channel at once.

The video panic button on the top bar is not a clear-all: double-clicking it fades every live video input across all channels, but graphics stay on air. It's an emergency control for video sources. See [The video panic button](#).

Channels: Related

- [Project List panel](#)
 - [Set up graphics output](#)
 - [Feature availability by edition](#)
-

Customize VideoPro's layout

The VideoPro workspace is divided into panels you can rearrange to suit your workflow. Drag a panel by its title bar to move it, drop it next to another panel to snap them together, or drop it onto the desktop to float it on its own.

VideoPro includes two main workspace layouts: **Setup** and **Live**. Use Setup while building and configuring a project. Use Live while running a show. You can rearrange panels in either layout and save the arrangement with the project, so each project keeps the Setup and Live arrangements you gave it.

VideoPro also remembers your current arrangement on this computer. Each time you open VideoPro, the view reflects the layout from your last session.

The Designer has its own workspace that you arrange separately. See [Designer Workspace panel](#).

- [Move panels](#)
- [Show or hide panels](#)
- [Switch between Setup and Live](#)
- [Save the current Setup or Live layout](#)
- [Open a predefined layout](#)

- [Save a layout for use in every project](#)
- [Reuse Setup and Live layouts in another project](#)

[Move panels](#)

Click a panel's title bar and drag-and-drop the panel in VideoPro or anywhere on your desktop.

[Show or hide panels](#)

- Click the panel icons on the top bar — Library, Shots, Properties, Switcher, Audio, Program, Preview, and Data. The icon is blue when its panel is visible and grey when it's hidden.
- Or open the **View** menu and toggle the panel there. Most panels also have a keyboard shortcut, listed next to the menu item — see [Keyboard shortcuts](#).

[Switch between Setup and Live](#)

Click **Setup** or **Live** in the Workspace Layout control on the top bar. The current arrangement is replaced with the one you chose, and the active layout is highlighted on the control.

If you haven't saved your own arrangement to Setup or Live in this project, clicking the button applies the standard VideoPro layout of that name.

Tip: **Ctrl+1** switches to the **Setup** layout and **Ctrl+2** switches to the **Live** layout, without using the mouse.

[Save the current Setup or Live layout](#)

Snapshot the current panel arrangement into either layout directly from the top bar:

- **Hold-to-save (gesture)** — press and hold the **Setup** or **Live** button for **one second** without moving the cursor. The arrangement is saved to that layout the moment the hold completes, and a message confirms: *"Setup' layout*

preset has been updated." A brief click on the same button applies the layout instead of saving it.

- **Right-click to save (menu)** — right-click **Setup** or **Live** and choose **Save Layout as Preset**. This does the same thing as the hold gesture, without the confirmation message.

Both gestures overwrite the layout you aimed at. You can't add layouts beyond Setup and Live, and you can't rename them.

NOTE

IMPORTANT: Saving happens immediately when the hold completes — there is no progress indicator during the hold, no way to cancel, and no undo. The message that appears afterward is a notification, not a confirmation. If you overwrote a layout by accident, rearrange the panels and save again.

The saved layouts are stored with the project, so they travel with the project file.

Open a predefined layout

Choose **View > Layout** and select one of VideoPro's predefined layouts: **Compact**, **Default**, **Express**, **Live**, **Scoretable**, or **Setup**. These are starting points — apply one, then rearrange panels from there.

The same menu lists **Custom layout** — your own saved arrangement, described in the next section.

To put every predefined layout back the way VideoPro shipped, choose **View > Layout > Reset all**.

Save a layout for use in every project

The Setup and Live layouts belong to one project. To keep an arrangement you can apply in **any** project on this computer:

01 Arrange the panels the way you want.

02 Choose **View > Layout > Save current to Custom**.

Your arrangement is saved on this computer as **Custom layout**, and you can apply it in any project from **View > Layout > Custom layout**. There is one Custom layout slot; saving again replaces it.

Reuse Setup and Live layouts in another project

Because Setup and Live layouts live inside the project file, updating them only affects the current project. To start every show with the same Setup and Live arrangements, build one project with the layouts you want, then use **File > Save Project As...** whenever you start a new show. Each copy begins with the same Setup and Live layouts.

For a single arrangement (rather than the Setup/Live pair), the **Custom layout** slot above is simpler — it's available in every project without a template.

Top-bar status indicators

The VideoPro top bar shows machine health, streaming state, and license status at a glance. This article explains what each indicator means.

APP and SYS CPU meters

The two horizontal bars on the right of the top bar are both CPU meters.

- **APP** shows the CPU used by the VideoPro process itself.
- **SYS** shows total CPU usage across the entire machine.

Each meter draws in its own color, so you can tell them apart at a glance. Hover over a meter to see the exact percentage.

APP	SYS	WHAT IT MEANS
Low	Low	Healthy.
Low	High	Something else on the machine is busy. Close other apps.
High	High	Machine saturation. Expect frame drops. Reduce layers, lower resolution, or use a faster computer.
High	Low	VideoPro is busy while the rest of the machine is mostly idle.

Start Streaming and Stop Streaming

The streaming button drives RTMP and multi-destination streaming.

- **Idle, no destinations configured.** Clicking opens the stream setup dialog.
- **Idle, destinations configured.** Clicking starts streaming; the label flips to **Stop Streaming**.
- **Streaming live.** Clicking stops streaming.

The elapsed-time label under the button counts up in `HH:MM:SS` from stream start. The counter does not pause if the connection drops — check the per-destination status to confirm the stream is alive.

Per-destination streaming status

When you stream to one or more destinations, a colored chip appears in the **bottom status bar** for each destination — not on the top bar.

COLOR	MEANING
Green	Connected. Streaming is healthy.
Yellow	Connecting. Wait for the handshake.
Orange	Reconnecting after a drop. Check your network if it persists.
Red	Error — authentication, URL, or server-side failure. Stop, fix, restart.
Gray	Idle or unknown. The destination is not active.

The video panic button

The icon button at the right end of the top bar is the video kill switch. Use it when a live video source shows something that shouldn't be on air.

- **Double-click** fades out every live video input. The default fade is 100 ms.
- A **single click** triggers nothing — it opens a **Stop Video Inputs** message reminding you to double-click. The two-click gesture is the safeguard against accidental triggering during a show.
- **Right-click** opens a menu to choose the fade duration: **500 ms, 100 ms, 10 ms, or 0.**

Important: The panic fade affects live video inputs only. Graphics stay on air — use **Stop All** on each channel to take them down — and audio is not muted; mute the Audio Mixer separately.

After the fade, there is no "panic engaged" banner or undo. Bring sources back deliberately when you're ready.

NOTE

TIP: The video panic button can be hidden by a system-level setting. If your install has no button, an administrator turned it off — there is no in-app toggle to bring it back.

Top-bar status indicators: Related

- [Tour the VideoPro interface](#)
- [Activation flow reference](#)
- [Feature availability by edition](#)