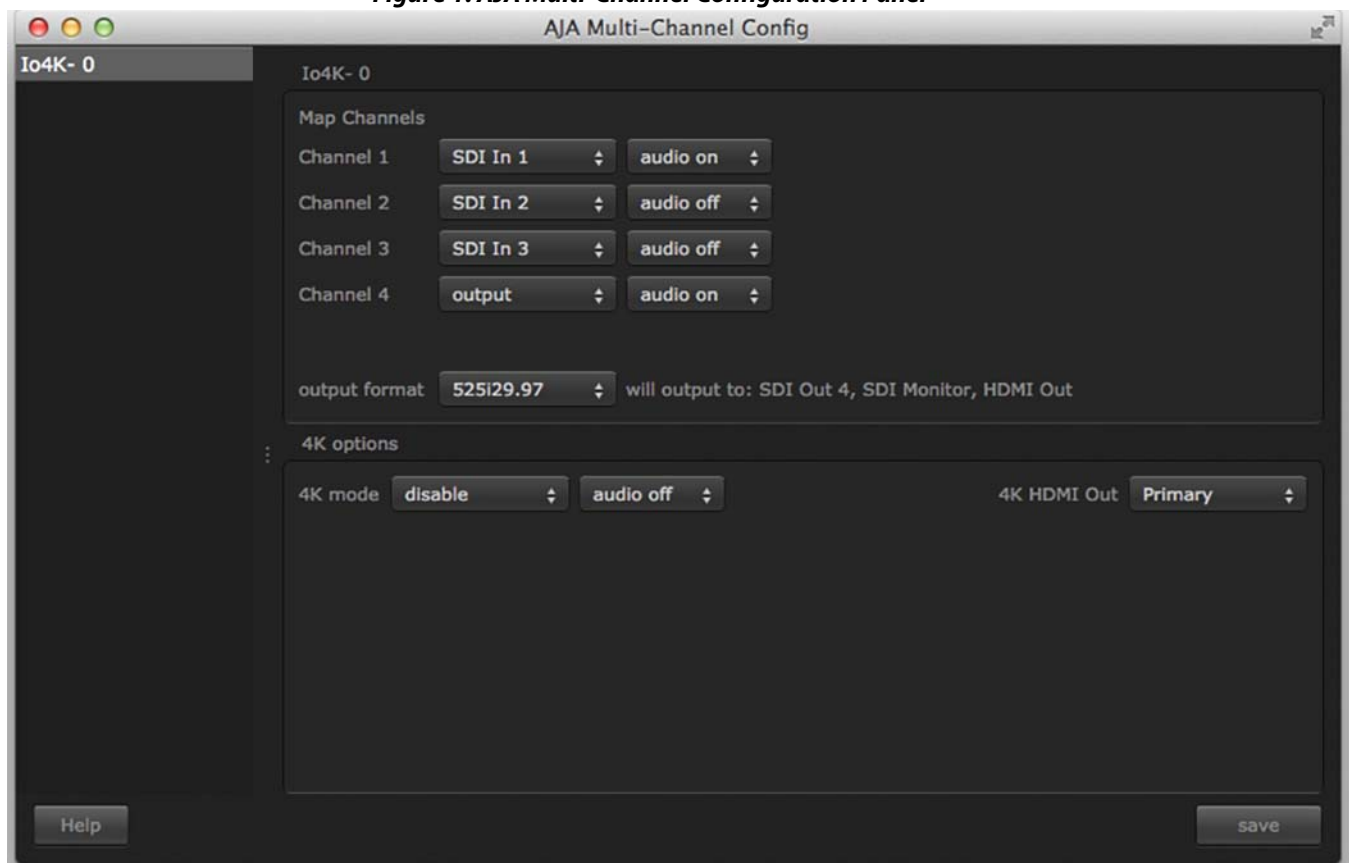


Wirecast Plug-in Quick Start Guide

Introduction

This Quick Start Guide provides a basic overview of the AJA Wirecast Plug-in and its AJA Multi-Channel Configuration panel for use with Telestream's Wirecast Pro streaming production application.

Figure 1. AJA Multi-Channel Configuration Panel



Live streaming has increased in popularity and complexity. Live streams now routinely must deal with switching between multiple input sources as well as being more mobile.

AJA hardware solutions allow streaming software like Wirecast to take in multiple inputs using a single, compact hardware device without compromising quality, speed or portability and allowing users to adapt to the needs of any project.

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Getting Started

1. Install Wirecast

The AJA Wirecast plug-in supports versions 5.x and 6.x of Wirecast

NOTE: Do not open Wirecast until you have finished configuring your devices following this installation procedure.

2. Install the AJA Driver Package. This will install both the AJA plug-in and, in the AJA Utilities folder, the AJA Multi-Channel Config panel. You will use this panel to configure your AJA devices for Wirecast.

3. Launch the AJA Multi-Channel Config panel

Configure your AJA device, mapping the inputs. This may involve selecting HDMI or SDI inputs depending on the AJA KONA/lo product you use. See below for specific details on the AJA Multi-Channel Config panel.

The plug-in supports:

- KONA 4
- KONA 3G
- KONA LHi
- KONA LHe Plus
- lo X T
- lo 4K.
- T-Tap

*NOTE: Save your settings by clicking on the **Save** button in the lower right-hand corner of the Config panel. This saves a configuration file that Wirecast references upon startup.*

4. Run Wirecast

If you have multiple AJA devices available in your system, they are displayed and can be selected from the list in the left-side pane of the Config panel.

AJA Multi-Channel Config Panel

AJA devices used with Wirecast, are configured using the AJA Multi-Channel Config panel rather than the AJA Control Panel used with other retail applications.

Configuring Inputs

Input pulldown menus allows you to select from the specific input options available on the AJA hardware you are using with Wirecast. Number and type of I/O channels vary across AJA devices and firmware mode selected.

Perhaps create a table with I/O possibilities of each AJA device? Crossref. [here](#).

NOTE: Firmware update and mode selection for the AJA device is performed using the AJA Control Panel.

Audio Enable: Individual audio on/off selections are available for each channel.

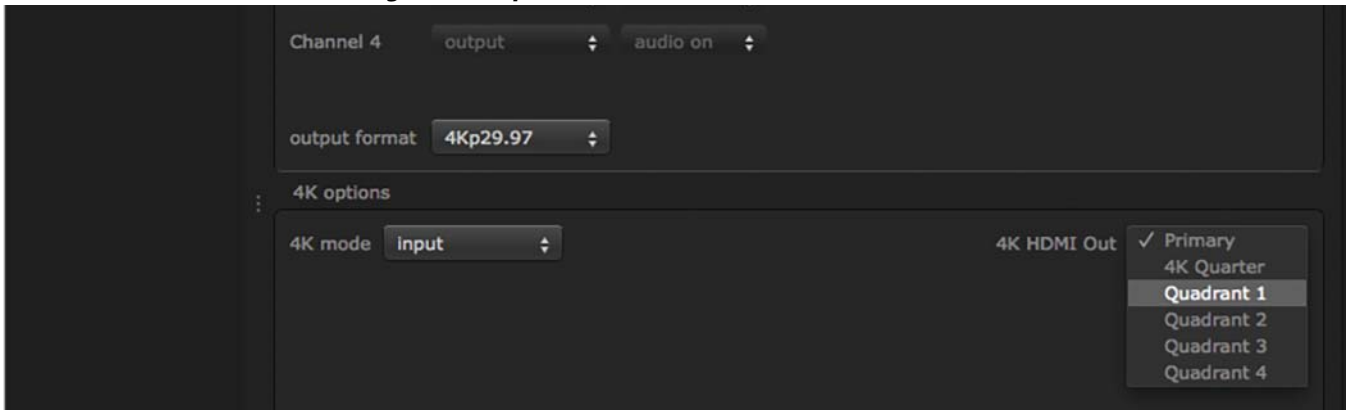
Figure 2. Input Selection Menus



Configuring Outputs

Channel 4

Figure 3. Output Format Selection



For example, if using a KONA 4 card, which has four SDI connections, you may want to designate SDI 2 as the local monitor output. In this case you would select SDI 2 in the Map Outputs section. You then have the option of selecting which input will be routed to the local monitor output.

Another example would be to select the HDMI output of an Io XT as the local monitor output. This would allow either of the SDI inputs to be monitored locally and the AJA hardware can provide the conversion between SDI and HDMI.

Monitor Live

This feature allows the user to monitor the outputs in use by Wirecast, and disables the regular output mapping options. This does not return video from Wirecast, but does allow the channel that is being switched live to be automatically routed to the AJA hardware output.

UHD/4K Options

Special Considerations

Be aware of these operational requirements when using the following AJA products in a multi-channel configuration.

- Io XT:* Can support two video inputs, however both input signals must be identical in raster and framerate. To use the HDMI input, it must always be set as Input 1.
- KONA LHi:* Can support two video inputs, however both input signals must be identical in raster and framerate. Additionally, audio is supported on only one of the inputs.
- KONA 3G:* Can support up to four inputs (when using the 4K firmware), however all four input signals must be identical in raster and framerate. The standard KONA 3G UFC firmware (non-4K support) will allow two input channels but both must be identical in raster and framerate.
- Io 4K:* Can support up to four channels as a mix of HDMI and SDI. Each channel can be a different raster size and framerate, as long as they are in the same clock family. With the UFC firmware loaded, only two input channels are available. To use the HDMI input, it must always be set as Input 1.
- KONA 4:* Can support up to four channels. Each channel can be a different raster size and framerate, as long as they are in the same clock family. With the UFC firmware loaded, only two input channels are available.