

AJA Wirecast Plug-in Quick Start Guide

Overview

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.

Getting Started

1. Install Wirecast
 - The AJA Wirecast plug-in supports versions 5.x and 6.x of Wirecast
 - Do **not** open Wirecast until you have finished configuring your devices using the following steps.
2. Install the AJA Driver Package. This will install the AJA plug-in as well as the AJA Multi Input Config Panel, which you will use to configure your AJA devices for use with Wirecast.
3. Run the AJA Multi Input Config Panel
 - Configure your AJA device, mapping the inputs. This may involve selecting HDMI or SDI inputs depending on the AJA KONA or Io product being used. See below for specific details on the AJA Multi Input Config Panel.
 - The plug-in supports KONA 4, KONA 3G, KONA LHi, KONA LHe Plus, Io XT and Io 4K.
 - Save your settings by clicking on the Save button in the lower right-hand corner of the Config Panel UI. This saves a config file that Wirecast can then read the next time it's run.
4. Run Wirecast
 - Your AJA device can be selected from the sources menu.

AJA Multi Input Config Panel

To configure your AJA devices for use in Wirecast, there is a new AJA utility called AJA Multi Input Config Panel. Unlike when using AJA KONA and Io products with other retail applications, which use the AJA Control Panel application to configure the device, the Multi Input Config Panel is where AJA devices are configured for use with Wirecast.

Mapping Inputs

Input mapping allows you to select which inputs on the AJA hardware will be available for use in Wirecast.

Mapping Outputs

Output mapping allows you to designate a connection on the AJA hardware as a dedicated output monitor.

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.

Special Considerations

There are some considerations to take into account with various AJA hardware products when used in a multi-input configuration.

- Io XT can support two video inputs, however both input signals must be identical in raster and framerate. In order 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. In order 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.