

Main Wind

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Introduction

This section describes in detail how to use Wirecast's main window.

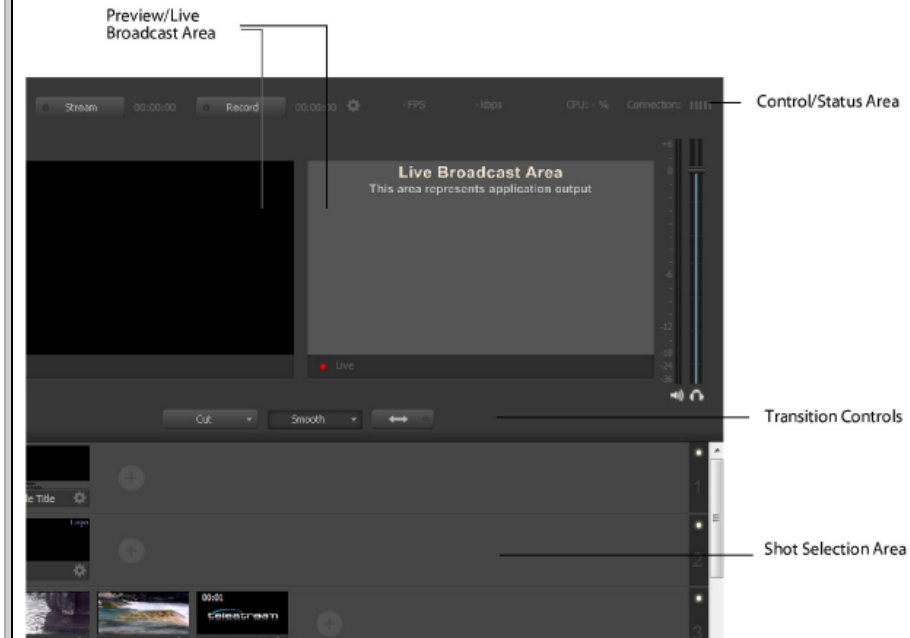
Topics

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Overview

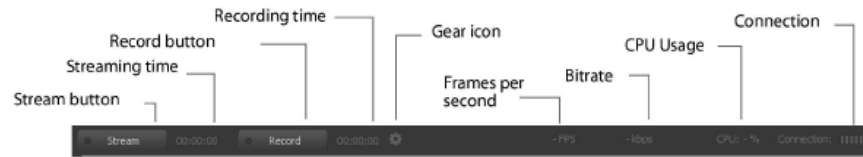
Wirecast's main window is comprised of these display areas:

- **Controls/Status Area** The top area with the Stream and Record buttons.
- **Preview/Live Broadcast Area** The large area in the center.
- **Transition Controls** The area with the Transition (Cut and Smooth) and Go buttons.
- **Shot Selection Area** The area displaying the shot icons (available shots).



Control/Status Bar

Control buttons and status information are displayed at the top of the Main window.



Wirecast *displays* the following controls and statistics:

- **Stream button** Click to begin streaming.
- **Streaming time** This displays how long you have been streaming. This value does not reset when you start/stop broadcast. It is cumulative. This enables you to save portions of a broadcast to disk and still know the total amount of time.
- **Record Button** Click to begin recording.
- **Recording Time** This displays how long you have been recording. This value does not reset when you start/stop broadcast. It is cumulative.
- **Gear Icon** This is an Output Settings shortcut. Click to open the Output Settings window. (Same as selecting **O > Output Settings**).
- **Frames per Second** Displays the broadcast frame rate (fps).
- **Bitrate** Displays the broadcast bitrate (kilobits per second).
- **CPU usage (percentage)** This displays the current load on your CPU when streaming or recording in percent of usage. The encoder affects the CPU usage more than any other parameter in Wirecast. If this value is high, you should use a different encoder, or modify your encoder settings. If the CPU usage is near 95%, use a lower quality video output to lower the bandwidth.

Note: To avoid decrease in video quality, Wirecast should not be used at CPU usage above 80%. See the Telestream Website for suggested configurations.

- **Connection** This displays the current connection quality. The bars indicate the amount of buffer memory used. A high bar count reflects low buffer use (good connection). Low bar count reflects high buffer use (poor connection and danger of broadcast errors). When one orange bar is displayed, the buffer is full.

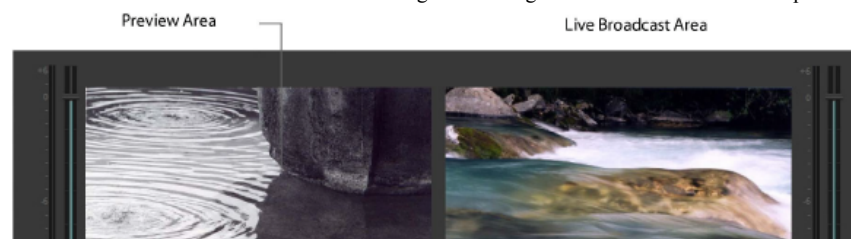
Preview/Live Broadcast Area

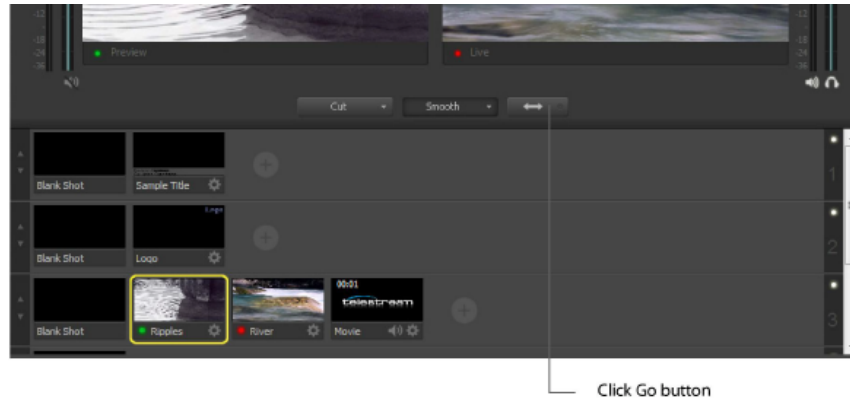
STUDIO

When you open a new document, if you are not licensed for Studio or Pro, only the Live area displays. The Live area shows what is broadcast to your viewers before the encoding or compression. If you are licensed for Studio or Pro, the Preview window is displayed by default.

When AutoLive is off, you can make several changes without your viewers seeing the change. This is most useful when you are using an engineer to run your broadcast. When you are making changes to your broadcast, you may want to preview those changes before broadcasting them. Preview allows you to do this.

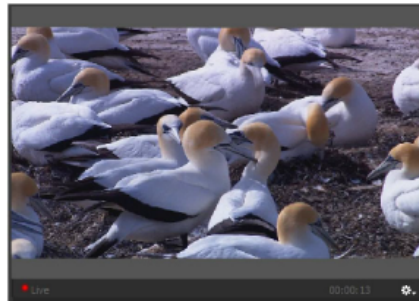
To see the preview, select *Preview* from the Layout menu. This sets up the Main Window with the Preview Area on the left and the Live Broadcast Area on the right. Clicking the Go button makes the preview shot become Live.





Countdown Clock Display

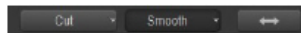
The Main window displays a countdown clock whenever a video shot is playing. If you have multiple video shots playing, click the gear menu icon to select which shot will be associated with the countdown clock.



Countdown clock Gear icon

Transition Controls

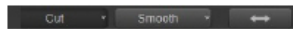
The transition area is in the middle of the Main Window:



There are two Transition buttons, but each can be configured to present one of many possible transition types. In the image above, the two configured transitions are: Cut and Smooth. Since Smooth is selected (button darkened), any transition executed by clicking Go is a smooth transition.

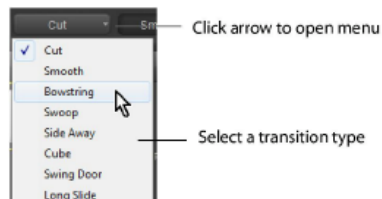
Changing Transitions

If you click the Cut button, it becomes selected and making it the current transition type:



You always have two different transition types available. You can also select one of the two buttons by pressing Command+1 or 2 keys for the two transition types displayed.

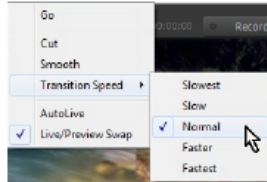
If you click the down-arrow on the right side of either transition button, you can select a new transition to assign button.



Slide Left

Transition Speed

The transition speed is set by selecting *Switch > Transition Speed*. There are five settings: Slowest, Slow, Normal, Faster, and Fastest.



Go Button

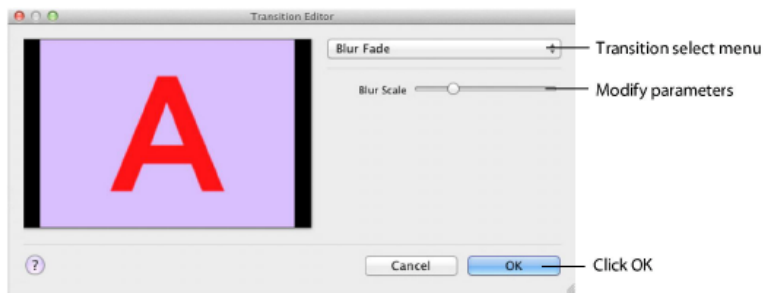
The Go Button (or Command+G) enables you to make a transition occur at any time.



Clicking the Go button does nothing when Wirecast is in AutoLive mode, except to update a live shot if you have changes to it using the Shot Editor.

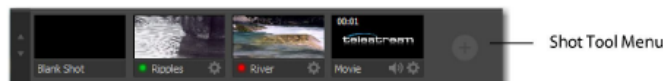
Transition Editing

Some transitions have parameters that can be changed. To edit these parameters, select *Edit Transitions* from any of three transition button drop-down menus (Cut, Smooth, etc.). Select the transition you wish to edit from the drop-down menu. Modify the displayed parameters as required. Each transition type has its own set parameters. Click OK when finished.

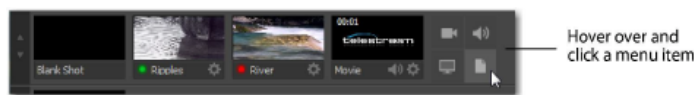


Shot Tool Menu

The Shot Tool Menu provides a way to open live sources, file sources, the Desktop Presenter program, shot graph, shot audio, and shot templates. The Shot Tool Menu is the circle to the right of the shot icons.

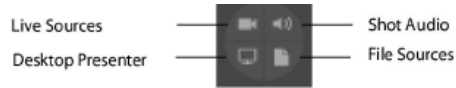


When you hover over the Shot Tool Menu it displays four menu items. Hover over and click a menu item to open



There are four menu items:



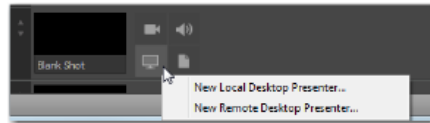


Live Sources Click the Live Sources button to display a list of live sources under the categories: System Device, streams, and Scoreboard. When a live source is selected, it is added to the Shot Selection area as a new shot.

Shot Audio Click the Shot Audio button to add an audio file shot. When selected a dialog window displays enabling you to navigate to and select a file.

Desktop Presenter To start Desktop Presenter, under the Sources menu select either *New Remote Desktop Present* or *New Local Desktop Presenter*. *Remote Desktop Presenter* presents a desktop from another computer in Wirecast. *Local Desktop Presenter* allows you to present a portion or all of the desktop of the computer where Wirecast is running.

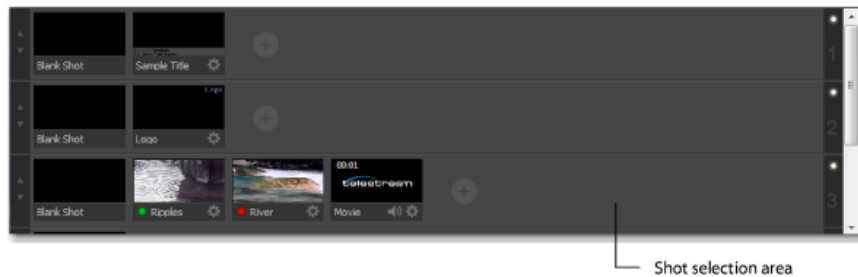
You can also start DTP (local or remote) from the Shot Tool Menu.



File Sources Click the *File Sources* button to display a list of file-based source categories: Video Shots, Picture & Music (audio) Shots, or a New (empty) Shot. When selected a file selection dialog window displays enabling you to navigate to and select a file to become a shot. Select Add New Shot to add a new, untitled, generic shot without file-based resources attached.

Shot Selection Area

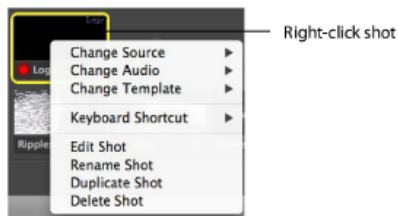
The bottom part of the Main Window contains the Shot Selection Area, also called the Shot List.



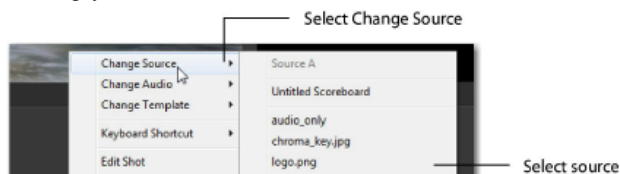
The shot icons can be made to display any live activity in the source it represents (cameras, streaming, etc.). See [Performance](#) in the Preferences section for turning on Live Icons.

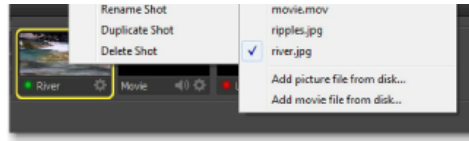
Changing Shots

Right-click on any shot to display the shot menu.

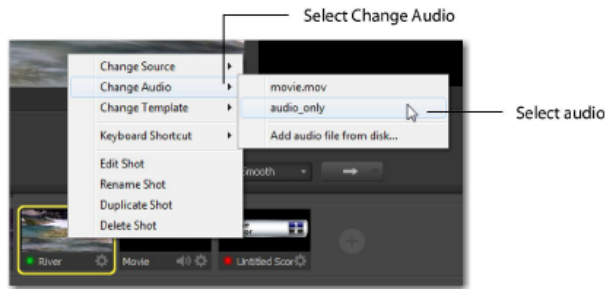


Change Source Select Change Source to change the source of your shot. Upon selection, a menu of sources will display enabling you to make a selection.

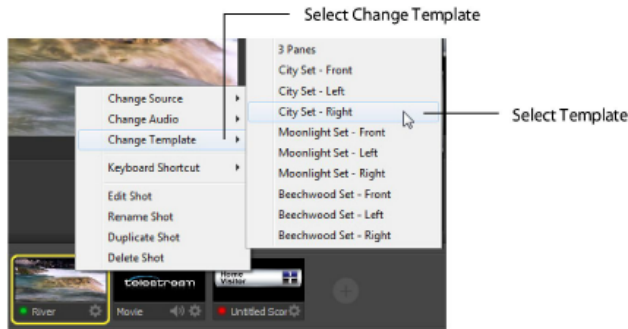




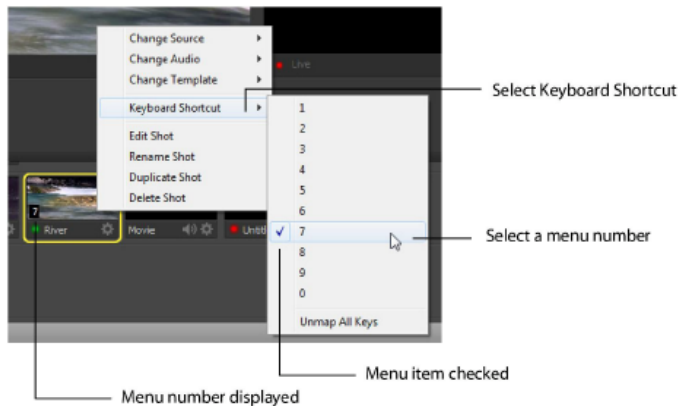
Change Audio Select Change Audio to change the audio of your shot. Upon selection, a menu of audio sources will display enabling you to make a selection.



Change Template Select Change Template to change the template of your shot. Upon selection, a menu of template options will display enabling you to make a selection.



Keyboard Shortcut You can create a keyboard shortcut to any shot. To do this, select *Keyboard Shortcut* then select menu number to associate with that shot. After you have selected a menu number, that menu item is checked and number is displayed in the shot icon.



To take a shot using the assigned hotkey, press the number key assigned to that shot.

You can assign multiple shots to the same menu number as long as they are on different layers. When you use the assigned hotkey all the shots assigned to it will be taken. Selecting a checked menu item will uncheck it and unassign the shot.

Select *Unmap All Keys* to remove all hotkey assignments.

Edit Shot You can edit a shot by sliding the double arrows (located on the left side of the Preview window) to the right, revealing the shot editing panel. You can also edit a shot by double-clicking on it, by right-clicking it and selecting Edit Shot, by selecting Edit Shot from the Edit menu, or by selecting it and pressing the Command+E keys.

Rename Shot You can rename a shot by right-clicking it and selecting *Rename Shot*, or by selecting *Rename Shot* from the *Edit* menu. You can also rename a shot by selecting it and pressing the *Command+R* keys.

Duplicate Shot You can duplicate a shot by right-clicking it and selecting *Duplicate Shot*, or by selecting *Duplicate* from the *Edit* menu. You can also duplicate a shot by selecting it and pressing the *Command+D* keys.

Delete Shot You can delete a shot by right-clicking it and selecting *Delete Shot*, or by selecting *Delete Shot* from the *Edit* menu. You can also delete a shot by selecting it and pressing the *Command+Backspace* keys.

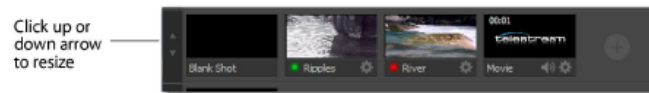
Moving a Shot to Another Layer

You can move a shot to another layer by selecting *Move to Layer* from the *Edit* menu, then selecting the target layer from the drop-down menu. Or, you can right-click the Shot and select *Move to Layer*. You can also click the title bar of a shot, and drag the shot to a different layer.

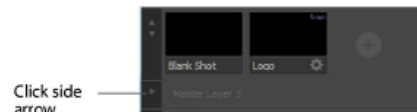
When shots are created, they are assigned to a specific layer. They exist on that layer until they are moved or deleted. (See [Layers](#).)

Resizing the Shot Icons

You can resize the shot icons on any layer by clicking the up or down arrow on the left side of the layer window. Click the up arrow to make all the icons larger; click the down arrow to make them smaller. Clicking the down arrow when the shot icons are in their smallest state causes the layer window to become hidden.



To show or hide a layer window, click the side arrow that is displayed.

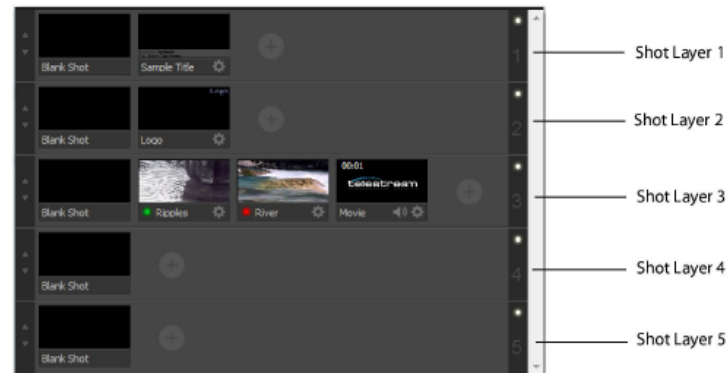


Layers

STUDIO

Wirecast allows you to put shots on any of five different layers. Layering shots enables Wirecast to merge them together from back (lowest layer) to front, to form a single visual image during broadcast.

When Wirecast first opens, two of the five layers of shots are displayed. You must scroll down (or expand the wirecast window) to see the other three layers.

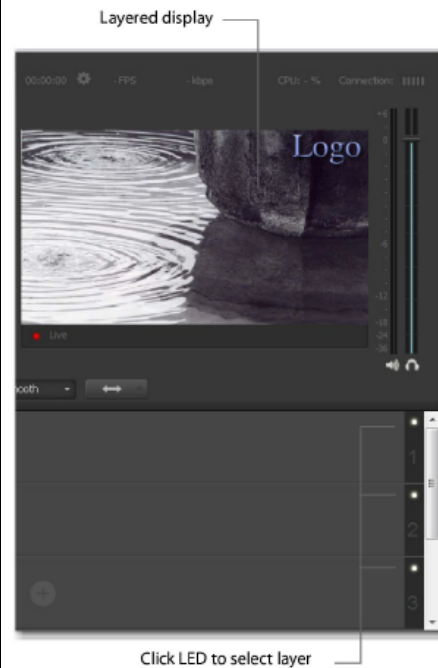


What is a Layer?

Layers are, by default, named 1 through 5. Layers determine the order when presenting images in the Live Broadcast Area. The Bottom layer (5) is drawn first, then the other layers are added, in order, up to Layer 1. Using multiple layers is a powerful way to show a company logo, a background, or a title, independent from each other.

Changing Layers

To select a layer, click its LED to turn it on (click it again to turn it off). When a layer is selected, the selected layer is displayed in the Preview/Live Broadcast area. If multiple layers are selected all selected shots are displayed.



Moving a Shot to Another Layer

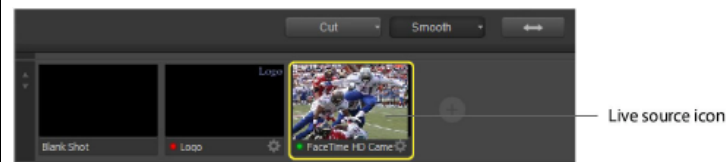
A shot can be moved to another layer by clicking and dragging the shot from one layer to another within the Main window. When shots are created, they are assigned to a specific layer. They exist on that layer until you move them or delete them.

AutoLive

AutoLive is turned on and off by selecting *Switch > AutoLive* (or by pressing the Command+L keys). When AutoLive is on, changes made in the Shot List are automatically taken Live in the broadcast (using the current transition and duration). If you click a shot when AutoLive is off, the shot is not sent to live broadcast. In this mode you take live manually, by clicking the Go button, or by pressing the Command+G keys.

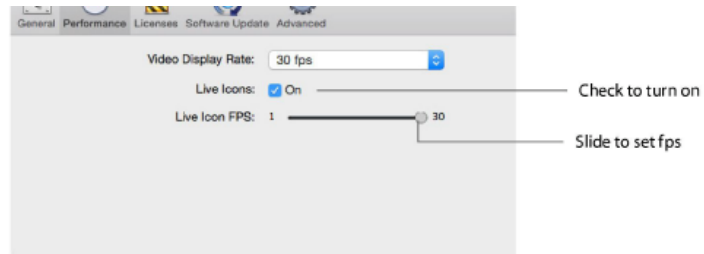
Live Icons

You can, optionally, make your live source icon display its source (camera, Web stream, etc.) in real time. This means that inside the icon, you will see what the live source sees.



To turn on the *Live Icon* option (default is *off*), select the *Performance* tab in Preferences, then check the *Live Icon* checkbox. You can also adjust the frames per second rate of the display using the slider. Lower fps (frames per second) rates reduce the time taken to adjust the live icon display. Higher fps rates provides a smoother display of the live source.





Note: There tends to be a degrading quality when an icon is live. So, if the CPU is reaching its maximum, turn Live Icons to reduce CPU usage.

