Vor Offline Documentation

Version 1.9.0

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Even More Information

What is Vor?

Vor connects to your production systems and overlays real time data onto your video feed, producing a standard video file that plays in any player.

Key Concepts

In Vor there are three key concepts:

1. **Connections**: links to devices (Eos, grandMA3, QLab, Custom OSC, and more) that supply data to Vor
2. **Widgets**: on-screen elements that display Connection data, with configurable fonts, colors, and positioning
3. **Compositions**: collections of Widgets at a specific resolution; the active Composition can be switched while recording either from inside Vor or via OSC

See Vor Concepts for a full explanation of how these fit together.

Where to Start

- **Setting up a Connection?** Browse Connections
- **Looking for a specific Widget?** See Widgets
- **Hardware questions?** See Minimum Requirements
- **Something not working?** Check Exporting Logs and Contacting Support

Which Vor?

Vor is available in three tiers: Free, Personal, and Production. This page compares what each tier includes so you can pick the one that fits your workflow.

To purchase a license, visit our website. For information about starting a trial, or managing a subscription, see Subscription Management.

Vor Comparison

	Free	Personal	Production
Weekly Cost	-	-	$19.99
Monthly Cost	-	$19.99	$39.99
Yearly Cost	-	$199.99	$299.99
Features			
Record Videos	✅	✅	✅
No Vor Watermark	❌	✅	✅
Video Length	3 minutes	∞	∞
NDI® Input	✅	✅	✅
Snapshot (Stills)	❌	✅	✅
Custom Overlay Position	❌	✅	✅
Audio Codec Options	❌	✅	✅
Video Codec Options	❌	❌	✅
Eos (Cue Photos)	❌	❌	✅
Connections			
Number of Connections	1	∞	∞
Eos	✅	✅	✅

	Free	Personal	Production
grandMA2	❌	✅	✅
sACN	❌	❌	✅
QLab 5	❌	✅	✅
Absolute Motion Control	❌	❌	✅
Hudson Motion Control	❌	❌	✅
PRG Stage Commander	❌	❌	✅
ShowMotion AC³	❌	❌	✅
STS	❌	❌	✅
disguise	✅	✅	✅
OTP-4	❌	❌	✅
PSN 2	❌	❌	✅
Custom OSC	✅	✅	✅
Cue Lights	❌	❌	✅
ETC Response	✅	✅	✅
LTC (Audio Input)	❌	❌	✅
MIDI	❌	✅	✅
Widgets			
Number of Widgets	1	∞	∞
Date & Time	✅	✅	✅
Show Info	❌	✅	✅
Static Text	❌	✅	✅
Static Image	❌	✅	✅
Remote Control			

	Free	Personal	Production
Start/Stop via OSC	❌	✅	✅
Edit Show Info via OSC	❌	✅	✅
sACN Status	❌	✅	✅

Contacting Support

Support for Vor is provided via email. As we are a teeny tiny group of working professionals, we cannot provide support via phone.

Support can be reached by emailing:

support@borealis.llc

We strive to resolve every issue in a satisfactory and timely manner.

Help Us Help You

When you email us, please take these steps:

- Write a detailed description of the problem
- Include logs from Vor
- Include information about your system

Minimum Requirements (1080p)

> These are the minimum requirements for running Vor at 1920x1080 at 30 fps. Higher resolutions (4K, 8K) require more processing power. If you are recording at a higher resolution and experiencing performance issues, contact support for guidance.

Vor hasn't been tested on every possible configuration. A computer with lesser specifications may still work.

We strongly recommend a dedicated machine.

Computer

- Computer running macOS 15 (Sequoia) or later
- Apple M2 with 8-core CPU with four performance cores and four efficiency cores 10-core GPU 16-core Neural Engine
- 8GB unified memory
- 256 GB SSD storage
- Screen with a resolution of 1920x1080 or larger

> If you are using, or considering a MacBook Neo, please refer to the MacBook Neo specific page for more information.

Capture Device

For capturing 2 channels of audio, we recommend the AJA U-TAP SDI or AJA U-TAP HDMI

For capturing more than two channels of audio, we recommend the Blackmagic UltraStudio Recorder 3G

> The links above are affiliate links, and Borealis Solutions might earn a small commission if you choose to purchase through them.

Recommended Hardware (1080p)

> This list doesn't include some necessary items like cables. Be sure to get those too!

Computer

Apple M4 Mac Mini

Capture Devices

Two Channels of Audio

AJA U-TAP SDI

AJA U-TAP HDMI

More Than Two Channels of Audio

Blackmagic UltraStudio Recorder 3G

SDI Audio Embedder

Blackmagic Mini Converter Audio to SDI

Cameras

Panasonic LUMIX BS1H

Panasonic LUMIX BGH1

Blackmagic Design Pocket Cinema Camera 4k

Marshall Electronics CV380-CS

Camera Mounting Hardware

(Requires All Three Items)

Matthews Super Mafer Clamp Black

Manfrotto Centre Ball Head 494

Manfrotto 208HEX 3/8-Inch Camera Mounting Platform Adapter

External Hard Drives

SanDisk Extreme PRO Portable SSD

Samsung T7 Portable SSD

> The links above are affiliate links, and Borealis Solutions might earn a small commission if you choose to purchase through them.

Vor Concepts

Vor is a live video recording system that overlays real time data onto video feeds. The page highlights some core concepts, which are essential for effective use.

Core Concepts

Connection

A Connection is a link to a device; either physical or virtual. An example of a physical device would be an ETC Eos console, while an example of a virtual one would be an OSC address. Many Connections provide additional configuration options.

Connections supply the data that drives Widgets; if a Connection is not supplying data, the Widget will not be able to overlay it.

Widget

A Widget has its information provided by a Connection and overlays it onto the video feed. Formatting options are found here, as are different styles of displaying the information.

Widgets can display text, numbers, images, or status indicators with customizable fonts, colors, and positioning. They update in real time as the data from the associated Connection changes.

Composition

A Composition is a collection of Widgets with a Resolution and a Composition ID. When a Composition is activated, its Widgets are overlaid onto the incoming video stream. The power behind a Composition is that the active Composition can be changed *while recording* (either via OSC or from inside Vor).

You can change which Widgets are currently displayed and recorded mid-recording by changing the Composition. A Composition's resolution must match the Video Device's resolution.

Basic Workflow

Setup

1. Connect your audio and video capture devices
2. Create Connections
3. Add Widgets to display information

During Show

1. Start recording
2. Switch between Compositions as needed
3. Stop recording

Settings > General

Device

Name

The name used for protocols which support a Device Name, such as sACN Status or the OTP-4 Connection. Default is `Vor`.

Settings > General

Show

Show information is defined in Settings, and is linked to the Show Info Widget.

Name

The show name. This field can be any combination of characters, and can be set via OSC. Example:

```
Stars The Musical - Tech Day
```

Number

The show number. Can also be set via OSC.

Example:

```
2
```

Number Length

The number of digits to display the Show Number with. Valid values are `1` to `10`. Combined with the Show Number, this determines whether leading zeros are added.

For example, a Number of `2` and a Number Length of `3` results in:

```
002
```

Settings > General

Licensing

> For all licensing issues not covered by this page, please contact support.

Use the Licensing section to activate or deactivate your license, or generate a trial.

When Vor isn't licensed, you can:

1. Input an email address for a free trial
2. Go online to purchase a license
3. Activate a license

Getting a License

Generating a Trial License

1. Enter your email address in the `Email address` field
2. Click **Get Trial**

Buying a License

1. Click **Get a License**

Activate Online

1. Enter the license key in the `License Key` field
2. Click **Activate**

Activate Offline

> Please Contact Us if you need to use this feature

Deactivating a License

1. Click **Deactivate**

Managing a License

1. Click **Manage License**
2. This brings you to FastSpring's online portal

Settings > General

sACN Status

Vor communicates status using streaming ACN (sACN).

Enabled

The switch to enable or disable sACN output. Defaults to disabled.

Interface

The network interface used for sACN output.

Universe

The sACN universe to output to.

Priority

The sACN priority to use for output.

Per-Address Priority

The switch to enable or disable Per-Address Priority. Defaults to disabled.

Address Usage

Address	Description	Value When Inactive	Value When Active
1	Recording Status	Value static at 001	Value waves from 002 to 255
2	Snapshot Status	Value static at 000	Value pulses to 255

Settings > General

Automatic Updates

Automatic Updates keeps Vor up to date. Options are:

- `Off (not recommended)`
- `Check for Updates` (default)
- `Download and Install Updates`

Channel

Which release channel to follow:

- **Release**: fully released versions like `1.4.0 Release 1`.
- **Patch Beta**: patch version pre-releases like `1.4.1 Beta 4`.
- **Feature Beta**: feature version pre-releases like `1.4.0 Beta 4`.

Frequency

How often to check for updates. Options are:

- `Daily`
- `Weekly` (default)
- `Monthly`

> You can't downgrade through Automatic Updates. To install an earlier version, reinstall Vor from All Vor Software Versions.

Settings

Connections

A Connection is a link to a device, either physical or virtual. An example of a physical device would be an ETC Eos console, while an example of a virtual one would be an OSC address. Many Connections provide additional configuration options.

Toolbar

The Connections toolbar lets you sort, add, copy, and delete Connections.

From left to right, they are:

1. Sort Connections in alphabetical order
2. Sort Connections in reverse alphabetical order
3. Add discovered device
4. Add Connection
5. Delete selected Connection
6. Copy selected Connection

Contextual Actions

Right-click a Connection for additional options:

1. Delete
2. Delete All
3. Delete All Disabled
4. Duplicate

Connection Categories

Settings > Connections > Lighting

Eos

We recommend using the Eos Connection to connect to the ETC Eos Family of lighting consoles. To display information from an Eos Connection, use an Eos Widget.

Vor automatically discovers all Eos devices on the network. To create a new Eos Connection from a discovered device, click the magnifying glass icon in the toolbar, choose **Eos**, then choose the discovered console.

To update an Eos Connection to use a discovered console, scroll to the bottom of the Connection. Discovered consoles are listed there. Click **Use Settings** to apply the settings from that discovered Eos console.

If an Eos console isn't discovered, you can still connect to it by manually entering the IP address of the device.

> We recommend always connecting to the Primary Eos console on the network.

> Vor requires a minimum version of Eos v2.6.0.

Status

The detected status of the Connection. The top half of the indicator reflects the data connection (cue data), and the bottom half reflects the control connection (`Send_String` messages). The options are:

Connected

The Connection is functional and ready to receive information from Eos.

Disconnected

The Connection is unable to access the Eos console. This could be due to the device being turned off, the IP address being incorrect, or Local Network Access being disabled for Vor.

Partially Connected (Status Alert)

The Connection is unable to connect for data. This is typically due to `Allow App Connections` being disabled in Eos' System Settings. This means that Vor is able to receive control data (such as `Send_String` messages), but not receive data from the console.

Partially Connected (Controls Alert)

The Connection is unable to connect for controls. This is typically due to an OSC version mismatch, and means that Vor is able to receive data from Eos, but not receive `Send_String` messages.

Partially Connected (Controls Error)

The Connection is unable to connect for controls. This is typically due to `OSC TCP Mode` being turned off in Eos, or all client devices being disconnected. This means that Vor is able to receive data from Eos, but not receive `Send_String` messages.

Name

The name of the Connection.

Method

The way of connecting to the Eos console. Connections to Eos consoles that are running software versions prior to version 3.1 should use `Pre-3.1` while those running software versions 3.1 or later should use `3.1+ (Third Party OSC)`.

IP/Host

The IP address of the Eos console to connect to.

Version

The OSC version configured in Eos' System Settings. Defaults to `1.1 (SLIP)`.

Actions

OSC Messages ingested by the Eos Connection are passed to OSC Actions so that no further port configuration is necessary to control Vor.

> For more information about controlling Vor from a connected device, check out Actions

Cue Lists

The cue lists to listen to for information.

Example:

```
1, 5, 91
```

Cue Photo

Use Vor to take Cue Photos based on the cue state.

> Cue Photos are a Production License feature.

Take Photos

Turn Eos cue photos on or off.

File Name

The filename used when saving to the device. It must include the `Trigger` and `Date/time` tokens so each file is unique.

Cue Lists

The cue lists able to be listened to for photo triggers. The options for when to capture images are:

- `Execute` (when the cue is first triggered)
- `Complete` (when the cue is completed)
- `Stomp` (if another cue is executed before the first photo is captured, the photo is taken anyway)

Discovered Consoles

A list of consoles discovered on the network. Instead of creating a new Connection, you can apply the settings from a discovered console to the currently selected Connection by clicking **Use Settings**.

Related

- Eos Cue Widget
- Eos Elapsed Widget

See Also

- Eos Magic Sheet Assets
- Eos Single Page Checklist
- Overlaying the Eos Command Line
- Overlaying XYZ Focus

Settings > Connections > Lighting

grandMA2

The grandMA2 Connection is the recommended method for integrating with grandMA2 series lighting consoles. To display information from a grandMA2 Connection, use a grandMA2 Widget.

> This Connection uses MIDI Show Control (MSC) to overlay information from the grandMA2 console.

Status

Indicates the Connection status:

Connected

The Connection is functional and Vor is listening for data from the grandMA2 console.

Disconnected

The Connection is unable to connect. This could be due to the local port being blocked (or in use) by another application, or the MIDI device no longer being available.

Name

The name of the Connection.

Method

Defines how Vor connects to the grandMA2 console. Options are:

- `Network (UDP)` (Default)
- `MIDI Connection`
- `MIDI Destination`

Network (UDP)

Port

The port used to listen for incoming MSC data over the network. This option is only available when **Network (UDP)** is selected as the Method.

> The Network (UDP) method will only work when Vor is connected to the MA console via Ethernet Port #1 (eth0).

MIDI Connection

Device

The MIDI device to listen to for incoming MSC data. Only available when **MIDI Connection** is selected as the Method.

> The MIDI Connection method will only work when Vor is connected to the MA2 Session Master's MIDI Output port.

MIDI Destination

Creates a virtual MIDI device that other software can target as the destination.

> The MIDI Destination method will only work when Vor is connected to the MA2 Session Master.

Actions

MIDI messages received by the grandMA2 Connection are automatically passed to the MIDI Actions to be acted on. No additional port configuration is needed to control Vor.

> For more information on controlling Vor from connected devices, see Actions.

Device ID

Specifies the MIDI Device ID of the transmitting device to listen to.

Related

- grandMA2 Cue Widget
- grandMA2 Elapsed Widget

See Also

- Configuring grandMA2

Settings > Connections > Lighting

grandMA3

We recommend using the grandMA3 Connection to connect to the grandMA3 series of lighting consoles. To display information from a grandMA3 Connection, use a grandMA3 Cue, grandMA3 Elapsed, or grandMA3 Master Widget.

Status

The detected status of the Connection:

Connected

The Connection is functional

Disconnected

The Connection is unable to open the requested UDP port. This could be due to the local port being blocked (or in use) by another application.

Name

The name of the Connection.

Method

The way of connecting to the grandMA3 console. Currently, the only option is `UDP`

Port

The port to listen on for incoming UDP data.

Version

The grandMA3 version in use. As grandMA3 outputs data differently depending on the version, it's necessary to match the version in Vor to the MA3 version.

Prefix

The optional prefix added to OSC messages from grandMA3.

Actions

OSC Messages ingested by the grandMA3 Connection are passed to OSC Actions so that no further port configuration is necessary to control Vor.

> For more information about controlling Vor from a connected device, check out Actions

Related

- grandMA3 Cue Widget
- grandMA3 Elapsed Widget
- grandMA3 Master Widget

See Also

- grandMA3 Macros

Settings > Connections > Lighting

sACN

The sACN Connection drives the sACN Widget, which displays sACN values.

Status

The detected status of the Connection:

Connected

The Connection is functional

Disconnected

The Connection is unable to subscribe to the sACN universe. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the sACN universe.

Universe

The sACN universe to subscribe to for data.

Related

- sACN Widget

Settings > Connections > Sound

QLab 5

We recommend using the QLab 5 Connection to connect to a QLab Workspace.

To display information from a QLab Connection, use the QLab Active Cues, QLab Latest, or QLab Playhead Widgets.

Vor automatically discovers all QLab workspaces on the network. To create a new QLab 5 Connection from a discovered workspace, choose **Vor** > **Settings** in the menu bar, choose **Connections**, click the magnifying glass icon in the toolbar, choose **QLab**, then choose the discovered Device and Workspace you want to connect to.

To update a QLab 5 Connection to use a discovered workspace, scroll to the bottom of the Connection. Discovered workspaces are listed there. Click **Use Settings** to apply the settings from that discovered QLab workspace.

If a QLab workspace isn't discovered but should be, you can connect to it by manually entering the IP address and port of the workspace.

> Vor requires a minimum version of QLab v5.3.0, but we strongly suggest a minimum version of QLab v5.4.0 due to a QLab issue which may cause QLab's user interface to hang while a remote device is accessing QLab information

Status

The detected status of the Connection:

Connected

The Connection is functional, and connected to the QLab Workspace.

Disconnected

The Connection is able to access the QLab Workspace, but with errors. This is typically due to Vor being unable to access QLab because Vor does not have `View` access to the QLab Workspace, or the QLab Workspace is no longer available.

Disconnected

The Connection is unable to access the QLab device. This could be due to the device being turned off, the IP address being incorrect, or there being no QLab Workspace assigned to the Connection.

Name

The name of the Connection.

Server Discovery

Whether to use the QLab Discovery Service to connect to the QLab Workspace. Turn this off to enter an `IP Address` and `Port Number` manually.

IP/Host

The `IP Address` of the QLab Workspace to connect to when Server Discovery is disabled.

Port

The `Port` of the QLab Workspace to connect to when Server Discovery is disabled.

Workspace

The specific QLab Workspace to connect to.

Passcode

Sometimes, connecting to QLab requires a passcode. If your QLab workspace is configured this way, turn this setting on and enter the passcode.

Discovered Workspaces

A list of QLab workspaces discovered on the network. Creating a new Connection breaks the link between the existing Connection and its Widgets, so you can instead update the settings in the current Connection by clicking **Use Settings**.

Related

- QLab Active Cues Widget
- QLab Latest Widget
- QLab Latest Elapsed Widget
- QLab Playhead Widget

See Also

- QLab Quick Start Guide
- QLab Icons

Settings > Connections > Automation

Absolute Motion Control

The Absolute Motion Control Connection drives the Absolute Motion Control Cue, Elapsed, and IO Widgets, which display AMC Cue and IO information.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the AMC console.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the AMC console.

Multicast

The multicast address to subscribe to.

Port

The port to listen on for incoming AMC data.

Related

- Absolute Motion Control Cue Widget
- Absolute Motion Control Elapsed Widget
- Absolute Motion Control I/O Widget

Settings > Connections > Automation

Emtech Nexus

The Emtech Nexus Connection drives the Emtech Nexus Cue, Elapsed, and IO Widgets, which display Emtech Nexus playback and IO information.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the Emtech Nexus console.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the Emtech Nexus console.

Multicast

The multicast address to subscribe to. The default multicast address is `236.15.15.15`.

Port

The port to listen on for incoming Emtech Nexus data. The default port is `54549`.

Playback States

The playback states passed to the Emtech Nexus Widgets. Enable a state to contribute it to the Widgets; disable a state to ignore it.

The states are:

- `Enabled`
- `Disabled`

Related

- Emtech Nexus Cue Widget
- Emtech Nexus Elapsed Widget
- Emtech Nexus IO Widget

Settings > Connections > Automation

Hudson Motion Control

The Hudson Motion Control Connection drives the Hudson Motion Control Cue and Hudson Motion Control Elapsed Widgets, which display HMC cue and elapsed information.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the HMC console.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the HMC console.

Multicast

The multicast address to subscribe to. Not editable.

Port

The port to listen on for incoming HMC data.

Cue States

A list of cue states to be passed to the Widget:

- `Loaded`
- `Running`
- `Stopped`
- `Completed`

Related

- Hudson Motion Control Cue Widget
- Hudson Motion Control Elapsed Widget

Settings > Connections > Automation

PRG Stage Commander

The PRG Stage Commander Connection drives the PRG Stage Commander Cue and Elapsed, which displays Stage Commander cue information.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the Stage Commander console.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the Stage Commander console.

Multicast

The multicast address to subscribe to. Not editable.

Console Number

The console number to connect to. The range of consoles that Vor can listen to is 1-6.

Related

- PRG Stage Commander Cue Widget
- PRG Stage Commander Elapsed Widget

Settings > Connections > Automation

ShowMotion AC³

The ShowMotion AC³ Connection drives the ShowMotion AC³ Cue and Elapsed Widgets, which display AC³ cue information.

> The ShowMotion AC³ system has the ability to send test messages to ensure connectivity. These messages have a cue state of `Loaded` and require `Loaded` to be a selected Cue State to see them

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the AC³ console.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the AC³ console.

Multicast

The multicast address to subscribe to. Default is `236.12.12.12`.

Port

The port to listen on for incoming AC³ data.

Cue States

A list of cue states to be passed to the Widget:

- `Loaded`
- `Running`
- `System Fault`
- `Completed`

Related

- ShowMotion AC Cue Widget
- ShowMotion AC Elapsed Widget

Settings > Connections > Automation

STS

The Silicon Theatre Scenery (STS) Connection drives the STS Cue and Elapsed Widgets, which display STS cue information.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the STS console.

Disconnected

The Connection is unable to open the requested UDP port. This could be due to the local port being blocked (or in use) by another application.

Name

The name of the Connection.

Method

The protocol version that the STS system is using to transmit. Options are:

- v1 (ASCII)
- v2 (JSON)

Port

The port to listen on for incoming STS data.

Cue States

The cue states passed to the STS Widgets. Enable a state to contribute it to the Widgets; disable a state to ignore it.

The states are:

- `Unloaded`
- `Loaded`
- `Started`
- `Unknown`

Related

- STS Cue Widget
- STS Elapsed Widget

Settings > Connections > Video

Disguise

The Disguise Connection drives the Disguise Widget, which displays Disguise information.

> Disguise has information on how to configure an OSC Transport

> The Disguise OSC transport feedback mode should be set to `Only Send Changes`

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from Disguise.

Disconnected

The Connection is unable to open the requested UDP port. This could be due to the local port being blocked (or in use) by another application.

Name

The name of the Connection.

Port

The port to listen on for incoming Disguise information.

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

Actions

OSC Messages ingested by the Disguise Connection are passed to OSC Actions so that no further port configuration is necessary to control Vor.

> For more information about controlling Vor from a connected device, check out Actions

OSC Addresses

The OSC addresses to listen to. Vor defaults the address fields to the Disguise defaults.

Related

- Disguise Widget

Settings > Connections > Position

OTP-4

The OTP-4 Connection drives the OTP-4 Widget, which displays positional and rotational values.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the OTP-4 Producer.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the OTP multicast address.

> Incoming values are displayed in the "Preview" area. Right-click a displayed value to create a Widget.

Related

- OTP-4 Widget

Settings > Connections > Position

PSN 2

The PSN 2 Connection drives the PSN 2 Widget, which displays positional and rotational values.

> Pick the units the values are transmitted in for both Position and Rotation.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information from the PSN 2 source.

Disconnected

The Connection is unable to subscribe to the multicast address. This could be due to the selected interface being inaccessible, or a port being blocked by another application.

Name

The name of the Connection.

Interface

The network interface used to connect to the PSN 2 multicast address.

Multicast

The multicast address to subscribe to. Defaults to `236.10.10.10`.

Position

- `Meters (default)`
- `Millimeters`
- `Feet`
- `Inches`

Rotation

- `Radians` (default)
- `Degrees`

> Incoming values are displayed in the "Preview" area. Right-click a displayed value to create a Widget.

Related

- PSN 2 Widget

Settings > Connections > Show Control

Custom OSC

The Custom OSC Connection drives the Custom OSC Widget, which displays OSC information.

> Looking for Custom OSC Examples? Take a look at Overlaying the Eos Command Line and Overlaying XYZ Focus from the ETC Eos

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information.

Disconnected

The Connection is unable to open the UDP port, unable to start the TCP Server, or unable to access the TCP Server. This could be due to the selected interface being inaccessible, a port being blocked by another application, or a misconfiguration in the IP/Host field.

Name

The name of the Connection.

Port

The port to listen on for incoming OSC information.

Method

The method to use for Custom OSC. Options are:

- `TCP Client`
- `TCP Server`
- `UDP`

TCP Client

IP/Host

The IP address of the OSC server to connect to.

Port

The port to use to connect to the remote server.

Version

The OSC version to use to connect to the remote server. Options are:

- `1.0 (PLH)` (Default)
- `1.1 (SLIP)`

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

TCP Server

Interface

The network interface used to connect to the OSC source.

Port

The port used to host the OSC server.

Version

The OSC version to use to connect to the remote server. Options are:

- `1.0 (PLH)` (Default)
- `1.1 (SLIP)`

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

UDP

Port

The port to listen on for incoming OSC information.

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

Actions

OSC Messages ingested by the OSC Connection are passed to OSC Actions so that no further port configuration is necessary to control Vor.

> For more information about controlling Vor from a connected device, check out Actions

OSC Addresses

The OSC addresses to listen to for incoming data.

Supported OSC Arguments

Vor supports all required argument types as specified in OSC v1.1.

OSC Type Tag	Type of Argument
i	int32
f	float32
s	OSC-string
b	OSC-blob
T	True
F	False
N	Nil
t	OSC-timetag

Related

- Custom OSC Widget

See Also

- OSC in a Nutshell
- Overlaying the Eos Command Line
- Overlaying XYZ Focus from the ETC Eos
- Hog 4 Cue Number

Settings > Connections > Show Control

MIDI

The MIDI Connection drives the MIDI Show Control and MIDI Timecode Widgets, which display MIDI Show Control and Timecode data.

Status

The detected status of the Connection:

Connected

The Connection is functional

Disconnected

The Connection is unable to access the MIDI device. This could be due to the device being turned off, or the IP address being incorrect.

Name

The name of the Connection.

Method

How Vor receives MIDI data. Options are:

- `Connection`: Vor listens to an existing MIDI device already on the system, such as a hardware interface or the IAC Driver. Choose which one in the `Device` field.
- `Destination`: Vor publishes its own virtual MIDI destination. Other software and hardware can send directly to Vor, with no separate device to select.

Connection

Vor listens to the MIDI device selected in the `Device` field.

Destination

Vor creates a MIDI destination that other software and hardware can target directly.

Device

The MIDI device to listen to for incoming data. Only available when `Connection` is selected as the Method.

Actions

MIDI Messages ingested by the MIDI Connection are passed to MIDI Actions so that no further port configuration is necessary to control Vor.

Format

Whether to listen to `MIDI Show Control` data or `MIDI Timecode` data.

Device ID

The MSC device ID number of the transmitting device to listen to. Defaults to `All (no filter)`.

Command Format

The MIDI Command Format to listen to. Defaults to `All (no filter)`.

Command

The MIDI Command to listen to. Defaults to `All (no filter)`.

Related

- MIDI Show Control Widget
- MIDI Timecode Widget

Settings > Connections > Show Control

ETC Response

> ETC Response Gateways need to be configured to output to Vor. For details, see the guide on configuring Response Gateways.

The ETC Response Connection drives the ETC Response Show Control and ETC Response Timecode Widgets, which display Timecode and MIDI Show Control data.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information.

Disconnected

The Connection is unable to subscribe to the multicast address, or unable to open the UDP port. This could be due to the selected interface being inaccessible, a port being blocked by another application, or a misconfiguration in the multicast field.

Name

The name of the Connection.

Interface

The network interface used to connect to the Response Gateway.

Multicast

If outputting to a multicast address, enter the address here. It must match the setting configured in the gateway.

Port

The port to listen on for incoming Response Gateway information. This needs to match the setting configured in the gateway.

Model

The style of Response Gateway. Options are:

- `SMPTE`
- `MIDI`

Terminator

The terminator for the message. This needs to match the setting configured in the gateway. Options include:

- `None`
- `Carriage Return (CR)`
- `Line Feed (LF)`
- `Carriage Return + Line Feed (CR+LF)`

ETC Response MIDI Specific Options

Device ID

The MSC device ID number of the transmitting device to listen to. Defaults to `All (no filter)`.

Command Format

The MIDI Command Format to listen to. Defaults to `All (no filter)`.

Command

The MIDI Command to listen to. Defaults to `All (no filter)`.

Related

- ETC Response Show Control Widget
- ETC Response Timecode Widget

See Also

- ETC Response Gateway Multicast
- ETC Response Gateway Unicast
- ETC Response Gateway USB

Settings > Connections > Show Control

LTC (Audio Input)

> LTC (Audio Input) relies on the source device passing audio quickly, consistently, and on time. Please test your setup before using the LTC (Audio Input) Connection.

The LTC (Audio Input) Connection drives the LTC (Audio Input) Widget, which displays a Timecode clock.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information.

Disconnected

The Connection is unable to access the Audio Device, or there is no device selected. This could be due to the device being turned off.

Name

The name of the Connection.

Audio Source

The audio device to listen to for the LTC signal.

Audio Channel

The audio channel to listen to for the LTC signal.

Freewheel

Turns freewheeling on or off.

When freewheeling is enabled, the Timecode clock keeps running on its own after the incoming signal stops, for the number of frames set in Frames. This bridges brief dropouts in the LTC signal so the clock doesn't stutter.

Frames

The number of frames the clock freewheels before it stops.

Advanced

Audio Signal Gate

The Connection provides an Audio Gate to reduce noise being passed to the Connection. This can prevent timecode from "jumping" while timecode isn't running.

> Seeing timecode "jump" when timecode isn't running? This feature is for you.
> To prevent timecode from "jumping":
>
> 1. Begin timecode playback
> 2. Increase the slider to the right until timecode stops
> 3. Adjust the slider back to the left until timecode starts being displayed again.

Related

- LTC (Audio Input) Widget

Settings > Connections > Show Control

Cue Lights

The Cue Lights Connection drives the Cue Lights Widget, which displays cue light status via OSC or sACN.

Status

The detected status of the Connection:

Connected

The Connection is functional and ready to receive information.

Disconnected

The Connection is unable to subscribe to the multicast address, unable to open the UDP port, unable to start the TCP Server, or unable to access the TCP Server. This could be due to the selected interface being inaccessible, a port being blocked by another application, or a misconfiguration in the IP/Host field.

Name

The name of the Connection.

Method

The way of connecting to the source of cue light data. Options are:

- `sACN` (Default)
- `OSC TCP Client`
- `OSC TCP Server`
- `OSC UDP`

sACN

Interface

The network interface used to connect to the sACN universe

OSC TCP Client

IP/Host

The IP address of the OSC server to connect to

Port

The port to use to connect to the remote server

Version

The OSC version to use to connect to the remote server. Options are:

- 1.0 (PLH) (Default)
- 1.1 (SLIP)

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

OSC TCP Server

Interface

The network interface used to connect to the OSC source

Port

The port used to host the OSC server

Version

The OSC version to use to connect to the remote server. Options are:

- 1.0 (PLH) (Default)
- 1.1 (SLIP)

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

OSC UDP

Port

The port to listen on for incoming OSC information

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

Mapping Table

The mapping table allows users to assign lights to source values.

When using sACN the format is `universe/address`

When using OSC the OSC Address is in the format `parent/id`, and the full OSC address: `/vor/cuelight/[parent]/[id]`

To change the value of the cue light, include a single float argument in the range of `0.000` to `1.000`.

The green or red circle indicates the universe subscription status.

Settings

Compositions

Compositions are a collection of Widgets with a Resolution and a Composition ID. When a Composition is activated, its Widgets are overlaid onto the incoming video stream. The power behind a Composition is that you can change the active Composition *while recording* (either via OSC or from inside Vor), changing which Widgets are currently displayed and recorded.

A Composition's Resolution must match the Video Capture Device's resolution exactly. If it doesn't match, the Composition can't be used with that capture device.

Toolbar

The Compositions toolbar lets you sort, create, activate, copy, and delete Compositions.

From left to right, they are:

1. Sort Compositions in alphabetical order
2. Sort Compositions in reverse alphabetical order
3. Create new Composition
4. Make selected Composition Active
5. Delete selected Composition
6. Copy selected Composition

Contextual Actions

Right-click a Composition for additional options:

1. Delete
2. Delete All
3. Duplicate

Settings > Compositions

Composition Properties

General

Name

The name of the Composition.

Default for Resolution

If the Composition is the default for the specified size. There can only be one default Composition for each resolution. When connecting a new video input source, the Active Composition will change to this one if it matches the input resolution.

Activate Composition

Clicking the Activate Composition button makes the selected Composition the currently active one, displaying its Widgets.

Sizing

Resolution

The currently selected resolution. Stock resolutions are:

1. `720p`
2. `1080p`
3. `4k`
4. `8k`
5. `720p Portrait`
6. `1080p Portrait`
7. `4k Portrait`
8. `8k Portrait`
9. `Custom`

Width

The width of the Composition. The range is 240 pixels to 12,288 pixels.

Height

The height of the Composition. The range is 240 pixels to 12,288 pixels.

Edit

Click this button to enable editing of the Composition. Click **Apply** to commit the changes.

Scale

The percentage to scale the Composition.

Scale Widgets

If Widgets should be scaled or not. Best to just leave this on.

Scale From

Where to anchor the Widgets from when scaling.

Actions

Composition ID

The ID used to activate the selected Composition via OSC.

Actions Settings

OSC Messages can control which Composition is currently Active.

> For more information about controlling Vor from a connected device, check out Actions

Settings

Widgets

Widgets is where you configure Widgets. From this view you can add, remove, or disable Widgets.

Right-click a Widget to see contextual actions that help you configure your Widgets. Click and drag a Widget to change the sort order.

You can also click **+** next to the Connection picker to create a new Connection for that Widget.

Toolbar

The Widgets toolbar lets you switch modes, sort, add, copy, and delete Widgets.

From left to right, they are:

1. Switch between Live and Layout Mode
2. Sort Widgets in alphabetical order
3. Sort Widgets in reverse alphabetical order
4. Add Widget
5. Delete selected Widget
6. Copy selected Widget

Contextual Actions

Right-click a Widget for additional options:

1. Delete
2. Delete All
3. Delete All Disabled
4. Duplicate

Formatting Text

Widgets support text styling. You can adjust:

- Font
  - Arial
  - Avenir
  - Courier New
  - Gill Sans
  - Helvetica
  - Menlo
- Size: a font size in points. Type a custom value, or choose a preset:
  - `10`, `11`, `12`
  - `13.5` (Micro)
  - `14`, `16`
  - `18` (Tiny)
  - `21`
  - `22.5` (Small)
  - `24`
  - `27` (Medium, default)
  - `31.5` (Large)
  - `36` (Extra Large)
  - `48`, `60`, `72`
- Decoration
  - Bold
  - Italic
  - Underline
- Alignment
  - Alignment is a 3x3 grid which defines the anchor position of the text

Color

Widgets support color adjustments. You can adjust:

- Text Color
- Background
  - None
  - Glow
  - Fill
- Background Color

Widgets Categories

Settings > Widgets > Lighting > Eos

Eos Cue

The Eos Cue Widget is driven by the Eos Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Number`
- Q + `Number`
- Cue + `Number` + `Label`
- Q + `Number` + `Label`
- Cue + `Number` + `Progress`
- Q + `Number` + `Progress`
- Cue + `Number` + `Label` + `Progress`
- Q + `Number` + `Label` + `Progress`
- `Label`
- `Progress`
- `Note`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Cue List

The Eos cue list to reference.

Related

- Eos Connection
- Eos Elapsed Widget

See Also

- Eos Magic Sheet Assets
- Overlaying the Eos Command Line
- Overlaying XYZ Focus

Settings > Widgets > Lighting > Eos

Eos Elapsed

The Eos Elapsed Widget is driven by the Eos Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss` . `ffs`
- Elapsed: `hh` : `mm` : `ss`
- Elapsed: `hh` : `mm` : `ss` . `ff`
- List # Elapsed: `ss` . `ffs`
- List # Elapsed: `hh` : `mm` : `ss`
- List # Elapsed: `hh` : `mm` : `ss` . `ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Cue List

The Eos cue list to reference.

Related

- Eos Connection
- Eos Cue Widget

Settings > Widgets > Lighting > grandma2

grandMA2 Cue

The grandMA2 Cue Widget is driven by the grandMA2 Connection.

Style

Select a style to change how information appears. The available styles are:

- `Cue` + `Number`
- `Q` + `Number`
- `Exec` + `Page` + `Number`
- `Exec` . `Page` + `Number`
- `Exec` + `Page` + `Command` + `Number`
- `Exec` . `Page` + `Command` + `Number`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Executors

Which executors to display information from. Options are:

- All (default)
- Master
- Executor/Page

When `All` is selected, all grandMA2 cue information sent to Vor is displayed.

All

Master

When `Master` is selected, only information from the `Master` executor is displayed.

Executor/Page

When `Executor/Page` is selected, you can define an `Executor` and a `Page` to display information from. Only information from this Executor/Page combination is displayed.

Related

- grandMA2 Connection
- grandMA2 Elapsed Widget

See Also

- grandMA3 Cue Widget

Settings > Widgets > Lighting > grandma2

grandMA2 Elapsed

The grandMA2 Elapsed Widget is driven by the grandMA2 Connection.

Style

Select a style to change how information appears. The available styles are:

- `Executor #` . `Page #` Elapsed: `ss` . `ffs`
- `Executor #` . `Page #` Elapsed: `hh` : `mm` : `ss`
- `Executor #` . `Page #` Elapsed: `hh` : `mm` : `ss` . `ff`
- `Executor #` `Page #` Elapsed: `ss` . `ffs`
- `Executor #` `Page #` Elapsed: `hh` : `mm` : `ss`
- `Executor #` `Page #` Elapsed: `hh` : `mm` : `ss` . `ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Executors

Which executors to display information from. Options are:

- All (default)
- Master
- Executor/Page

All

When `All` is selected, all grandMA2 cue information sent to Vor is displayed.

Master

When `Master` is selected, only information from the `Master` executor is displayed.

ExecutorPage

When `Executor/Page` is selected, you can define an `Executor` and a `Page` to display information from. Only information from this Executor/Page combination is displayed.

Related

- grandMA2 Connection
- grandMA2 Cue Widget

See Also

- grandMA3 Elapsed Widget

Settings > Widgets > Lighting > grandma3

grandMA3 Cue

The grandMA3 Cue Widget is driven by the grandMA3 Connection.

Style

Select a style to change how information appears. The available styles are:

- `Cue Info`
- `Sequence` `Cue Info`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Data Pool

Which Data Pool(s) to display information from. Options are:

- `Data Pool` (default)
- `All`

Data Pool

When `Data Pool` is selected, only information about the specified data pool is displayed.

All

When `All` is selected, information from all data pools sent to Vor is displayed.

Sequence

Which Sequence(s) to display information from. Options are:

- `Sequence` (default)
- `All`

Sequence

When `Sequence` is selected, only information about the specified sequence is displayed.

All

When `All` is selected, all grandMA3 cue information sent to Vor is displayed, regardless of the sequence.

Selected Master

Information about the Master options for the specified Sequence(s) can be displayed.

Related

- grandMA3 Connection
- grandMA3 Elapsed Widget
- grandMA3 Master Widget

Settings > Widgets > Lighting > grandma3

grandMA3 Elapsed

The grandMA3 Elapsed Widget is driven by the grandMA3 Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss` . `ffs`
- Elapsed: `hh` : `mm` : `ss`
- Elapsed: `hh` : `mm` : `ss` . `ff`
- List # Elapsed: `ss` . `ffs`
- List # Elapsed: `hh` : `mm` : `ss`
- List # Elapsed: `hh` : `mm` : `ss` . `ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Data Pool

Which Data Pool(s) to display information from. Options are:

- `Data Pool` (default)
- `All`

Data Pool

When `Data Pool` is selected, only information about the specified data pool is displayed.

All

When `All` is selected, information from all data pools sent to Vor is displayed.

Sequence

Which Sequence(s) to display information from. Options are:

- `Sequence` (default)
- `All`

Sequence

When `Sequence` is selected, only information about the specified sequence is displayed.

All

When `All` is selected, all grandMA3 cue information sent to Vor is displayed, regardless of the sequence.

Settings > Widgets > Lighting > grandma3

grandMA3 Master

The grandMA3 Master Widget is driven by the grandMA3 Connection.

Style

Select a style to change how information appears. The available styles are:

- `Master` `[Value]` `Unit`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Master Type

The selected Master Type. Options are:

- Grand Masters
- Speed Masters
- Playback Masters

Master

Masters of the selected Master Type. Options vary depending on the Master Type. All options are:

Grand Masters	Speed Masters	Playback Masters
Master	Speed1	Playback1
World	Speed2	Playback2
Highlight	Speed3	Playback3
Lowlight	Speed4	Playback4
Solo	...	...
Rate	Speed12	Playback47
Speed	Speed13	Playback48

Grand Masters	Speed Masters	Playback Masters
ProgramTime	Speed14	Playback49
ProgramXFade	Speed15	Playback50
SoundOut	BPM	

Settings > Widgets > Lighting

sACN

The sACN Widget is driven by the sACN Connection.

Custom

There are no default styles for the sACN Widget. All information is custom built using components to build the displayed style. Custom components available are:

- `Address`
- `Value`
- `Custom Label`
- `- (hyphen)`
- `. (period)`
- `: (colon)`
- ` (space)`
- `/ (slash)`

> This section is horizontally scrollable

Address

The sACN Address to display.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Value Format

The way of displaying the value. Options are:

- `Percentage` (default)
- `Output`

Value Size

The number of sequential addresses to use to calculate the value for display. Options are:

- `8-bit` (default)
- `16-bit`
- `24-bit`

Related

- sACN Connection

Settings > Widgets > Sound > QLab 5

QLab Active Cues

The QLab Active Cues Widget is driven by the QLab 5 Connection. The purpose of this Widget is to display QLab Cues that are currently active (playing or paused).

Style

Select a style to change how information appears. The available styles are:

- `Number` + `Name`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Cue Icon

Enabling the Cue Icon flag shows an icon of the associated cue type with each row.

Continue Mode Icon

Enabling the Continue Mode Icon flag shows an icon of the associated continue mode flag with each row.

State Icon

Shows an icon for each cue's current state (playing or paused) with each row.

Timing

Enabling the Timing flag shows timing (elapsed time, remaining time) for each row in the format `mm:ss.ff` or `-mm:ss.ff`. If hours are needed for display, then the format is `hh:mm:ss.ff` or `-hh:mm:ss.ff`

Progress

Enabling the Progress flag overlays a green (playing) or yellow (paused) bar showing the percentage completed for each row.

Top Level Cues Only

Enabling the Top Level Cues Only flag will cause only cues that exist at the root level to be displayed.

Maximum Cues

The max number of active cues to display. Range is from `1` to `10`

Sort

Changes the sort order of the Active Cues. The options are:

- `Most Recently Started Last`
- `Most Recently Started First`

Related

- QLab 5 Connection
- QLab Latest Widget
- QLab Latest Elapsed Widget
- QLab Playhead Widget

See Also

- QLab Icons

Settings > Widgets > Sound > QLab 5

QLab Latest Elapsed

The QLab Latest Elapsed Widget is driven by the QLab 5 Connection. The purpose of this Widget is to display the time since a QLab Cue was triggered. It pairs well with the QLab Latest Widget.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss` . `ffs`
- Elapsed: `hh` : `mm` : `ss`
- Elapsed: `hh` : `mm` : `ss` . `ff`
- `List Name` Elapsed: `ss` . `ffs`
- `List Name` Elapsed: `hh` : `mm` : `ss`
- `List Name` Elapsed: `hh` : `mm` : `ss` . `ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Cue Icon

Enabling the Cue Icon flag shows an icon of the associated cue type with each row.

Continue Mode Icon

Enabling the Continue Mode Icon flag shows an icon of the associated continue mode flag with each row.

Previous

Instead of displaying a constantly updating time since the last cue was taken, turning this option on displays the time between the current cue and the previous cue. This is a static value and does not change.

Cue Type

The type of cue to listen for.

Cue List

The cue list to observe for changes.

Settings > Widgets > Sound > QLab 5

QLab Latest

The QLab Latest Widget is driven by the QLab 5 Connection. The purpose of this Widget is to display the most recently triggered QLab cue of a specific type, from a specific QLab cue list. It pairs well with the QLab Latest Elapsed Widget.

Style

Select a style to change how information appears. The available styles are:

- `Number`
- `Number` + `Name`
- `Number` + `Name` + `Timing`
- `Custom`

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Cue Icon

Enabling the Cue Icon flag shows an icon of the associated cue type with each row.

Continue Mode Icon

Enabling the Continue Mode Icon flag shows an icon of the associated continue mode flag with each row.

Cue Type

The type of QLab Cue to display.

Cue List

The QLab List to observe for recently played cues.

Settings > Widgets > Sound > QLab 5

QLab Playhead

The QLab Playhead Position Widget is driven by the QLab 5 Connection. The purpose of this Widget is to display the current position of the QLab Playhead.

Style

Select a style to change how information appears. The available styles are:

- `Number` + `Name`
- `Number` + `Name` + `Timing`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Cue Icon

Enabling the Cue Icon flag shows an icon of the associated cue type with each row.

Continue Mode Icon

Enabling the Continue Mode Icon flag shows an icon of the associated continue mode flag with each row.

Previous

Instead of displaying the current playhead position, enabling the previous flag causes the previously selected position to be displayed.

Cue List

The cue list to observe for changes.

Settings > Widgets > Automation > Absolute Motion Control

Absolute Motion Control Cue

The Absolute Motion Control Cue Widget is driven by the Absolute Motion Control Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Number` + `Playback States`
- Q + `Number` + `Playback States`
- Cue + `Number` + `Label` + `Playback States`
- Q + `Number` + `Label` + `Playback States`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Playbacks

A comma separated list of Playbacks to observe.

Settings > Widgets > Automation > Absolute Motion Control

Absolute Motion Control Elapsed

The Absolute Motion Control Elapsed Widget is driven by the Absolute Motion Control Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss`.`ffs`
- Elapsed: `mm`:`ss`.`ff`
- Elapsed: `hh`:`mm`:`ss`.`ff`
- `Playback #` Elapsed: `ss`.`ffs`
- `Playback #` Elapsed: `hh`:`mm`:`ss`
- `Playback #` Elapsed: `hh`:`mm`:`ss`.`ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Playbacks

A comma separated list of Playbacks to observe.

Settings > Widgets > Automation > Absolute Motion Control

Absolute Motion Control IO

The Absolute Motion Control IO Widget is driven by the Absolute Motion Control Connection.

Style

Select a style to change how information appears. The available styles are:

- `Name` + `Enabled`
- `Name`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Variable Names

A comma separated list of Variables to observe.

Settings > Widgets > Automation > Emtech Nexus

Emtech Nexus Cue

The Emtech Nexus Cue Widget is driven by the Emtech Nexus Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Number` + `Status`
- Q + `Number` + `Status`
- Cue + `Number` + `Label` + `Status`
- Q + `Number` + `Label` + `Status`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Observe Playbacks

The method for observing playbacks:

- **All**: Shows the latest cue from any playback
- **Playback**: Shows the cue from a specific playback (1-6)

Settings > Widgets > Automation > Emtech Nexus

Emtech Nexus Elapsed

The Emtech Nexus Elapsed Widget is driven by the Emtech Nexus Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss`.`ff`
- Elapsed: `mm`:`ss`.`ff`
- Elapsed: `hh`:`mm`:`ss`.`ff`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Observe Playbacks

The method for observing playbacks:

- **All**: Shows the elapsed time from the latest active playback
- **Playback**: Shows the elapsed time from a specific playback (1-6)

Settings > Widgets > Automation > Emtech Nexus

Emtech Nexus IO

The Emtech Nexus IO Widget is driven by the Emtech Nexus Connection.

Style

Select a style to change how information appears. The available styles are:

- `Name` : `Enabled`
- `Enabled`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Variable Names

A comma separated list of Variables to observe.

Settings > Widgets > Automation > Hudson Motion Control

Hudson Motion Control Cue

The Hudson Motion Control Cue Widget is driven by the Hudson Motion Control Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Number`
- Q + `Number`
- Cue + `Number` + `Label`
- Q + `Number` + `Label`
- `[Playback]` + Cue + `Number` + `[State]` + `Label`
- `[Playback]` + Q + `Number` + `[State]` + `Label`
- `Label`
- `[State]`
- `[Playback]`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Playbacks

The playback(s) to reference. The options are:

- `Latest`
- `Single` (default)

All

When `Latest` is selected information from both playbacks is displayed.

Latest

When `Single` is selected only cue information from the specified playback is displayed.

Settings > Widgets > Automation > Hudson Motion Control

Hudson Motion Control Elapsed

The Hudson Motion Control Elapsed Widget is driven by the Hudson Motion Control Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss`.`ffs`
- Elapsed: `mm`:`ss`.`ff`
- Elapsed: `hh`:`mm`:`ss`.`ff`
- `[Playback #]` Elapsed: `ss`.`ffs`
- `[Playback #]` Elapsed: `hh`:`mm`:`ss`
- `[Playback #]` Elapsed: `hh`:`mm`:`ss`.`ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Playbacks

The playback(s) to reference. The options are:

- Latest
- Single (default)

Latest

When `Latest` is selected, information from both playbacks is displayed.

Single

When `Single` is selected only cue information from the specified playback is displayed.

Settings > Widgets > Automation > PRG Stage Commander

PRG Stage Commander Cue

The PRG Stage Commander Cue Widget is driven by the PRG Stage Commander Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Number`
- Q + `Number`
- Cue + `Number` + `Label`
- Q + `Number` + `Label`
- `Label`
- Hold to Run Status: `Hold to Run %`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Settings > Widgets > Automation > PRG Stage Commander

PRG Stage Commander Elapsed

The PRG Stage Commander Elapsed Widget is driven by the PRG Stage Commander Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss` . `ffs`
- Elapsed: `mm` : `ss` . `ff`
- Elapsed: `hh` : `mm` : `ss` . `ff`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Settings > Widgets > Automation > Show Motion AC3

ShowMotion AC³ Cue

The ShowMotion AC³ Cue Widget is driven by the ShowMotion AC³ Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Number`
- Q + `Number`
- Cue + `Number` + `Label`
- Q + `Number` + `Label`
- `Label`
- `State`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Settings > Widgets > Automation > Show Motion AC3

ShowMotion AC³ Elapsed

The ShowMotion AC³ Elapsed Widget is driven by the ShowMotion AC³ Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss` . `ffs`
- Elapsed: `mm` : `ss` . `ff`
- Elapsed: `hh` : `mm` : `ss` . `ff`
- `Playback #` Elapsed: `ss` . `ffs`
- `Playback #` Elapsed: `hh` : `mm` : `ss`
- `Playback #` Elapsed: `hh` : `mm` : `ss` . `ffs`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying a constantly updating time since the last cue was taken, enabling the previous flag causes the time displayed to be the time between the current cue and the previous cue. This is a static value and does not change.

Playbacks

Which playbacks to display information from. Options are:

- `Latest` (default)
- `Single`

Playback

Which playback to observe.

Settings > Widgets > Automation > STS

STS Cue

The STS Cue Widget is driven by the STS Connection.

Style

Select a style to change how information appears. The available styles are:

- Cue + `Label`
- Q + `Label`
- `Label`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Playbacks

The playback(s) to reference. The options are:

- `Latest`
- `Single` (default)

Latest

When `Latest` is selected, cue information from all playbacks is displayed.

Single

When `Single` is selected, only cue information from the specified playback is displayed.

Settings > Widgets > Automation > STS

STS Elapsed

The STS Elapsed Widget is driven by the STS Connection.

Style

Select a style to change how information appears. The available styles are:

- Elapsed: `ss`.`ffs`
- Elapsed: `mm`:`ss`.`ff`
- Elapsed: `hh`:`mm`:`ss`.`ff`
- Custom

Custom

When Custom is selected, use components to build a custom display style.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Previous

Instead of displaying the time since the last cue was taken, enabling the previous flag causes the time displayed to be the time that would have been displayed by the Widget at the point the next cue was triggered.

Playbacks

The playback(s) to reference. The options are:

- `Latest`
- `Single` (default)

Latest

When `Latest` is selected, elapsed information from both playbacks is displayed.

Single

When `Single` is selected, only elapsed information from the specified playback is displayed.

Settings > Widgets > Video

Disguise

The Disguise Widget is driven by the Disguise Connection.

> For more information about OSC, check out OSC, In A Nutshell.

Custom Label

The Custom Label field is used to select which OSC Arguments to display.

By default, the Custom Label displays:

```
Example Text: %1:1
```

`%1` selects the first OSC Address from the Disguise Connection

`:1` selects the first argument.

The text will be overlaid as:

```
Example Text: [Incoming OSC Data Here]
```

To select the third OSC Address and the fourth OSC Argument from the Disguise Connection, enter the following in the text box:

```
Example Text: %3:4
```

Related

- Disguise Connection

See Also

- OSC in a Nutshell

Settings > Widgets > Position

OTP-4

The OTP-4 Widget is driven by the OTP-4 Connection.

Custom

There are no default styles for the OTP-4 Widget. All information is built using custom components.

Custom components available are:

- `Address`
- `Name`
- `Custom Label`
- `Position X`
- `Position Y`
- `Position Z`
- `Rotation X`
- `Rotation Y`
- `Rotation Z`
- `- (hyphen)`
- `. (period)`
- `: (colon)`
- ` (space)`

> This section is horizontally scrollable

Address

The Address to use to overlay information. OTP uses the format `System/Group/Point`.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Display Units

A switch to enable or disable the display of units with their respective component.

Position Units

The units used to display positional values in. A conversion will take place if necessary. Options are:

- `Meters` (default)
- `Feet`
- `Feet/Inches`

Position Digits

The number of digits to display. Rounding will take place if necessary.

Rotation Units

The units used to display rotational values. A conversion will take place if necessary. Options are:

- `Radians`
- `Degrees` (default)

Rotation Digits

The number of digits to display. Rounding will take place if necessary.

Component Labels

A switch to enable or disable the display of axis labels for their respective components. Labels are:

- `x:` X Position
- `y:` Y Position
- `z:` Z Position
- `x':` X Rotation
- `y':` Y Rotation
- `z':` Z Rotation

Settings > Widgets > Position

PSN 2

The PSN 2 Widget is driven by the PSN 2 Connection.

Custom

There are no default styles for the PSN 2 Widget. All information is built using custom components.

Custom components available are:

- `Address`
- `Name`
- `Custom Label`
- `Position X`
- `Position Y`
- `Position Z`
- `Rotation X`
- `Rotation Y`
- `Rotation Z`
- `- (hyphen)`
- `. (period)`
- `: (colon)`
- ` (space)`

> This section is horizontally scrollable

Address

The address to use to overlay information. PSN 2 uses the format `Point`.

Custom Label

Configurable custom text linked to the `Custom Label` component.

Display Units

A switch to enable or disable the display of units with their respective components.

Position Units

The units used to display positional values in. A conversion will take place if necessary. Options are:

- `Meters` (default)
- `Feet`
- `Feet/Inches`

Position Digits

The number of digits to display. Rounding will take place if necessary.

Rotation Units

The units used to display rotational values. A conversion will take place if necessary. Options are:

- `Radians`
- `Degrees` (default)

Rotation Digits

The number of digits to display. Rounding will take place if necessary.

Component Labels

A switch to enable or disable the display of axis labels with their respective components. Labels are:

- `x:` X Position
- `y:` Y Position
- `z:` Z Position
- `x':` X Rotation
- `y':` Y Rotation
- `z':` Z Rotation

Settings > Widgets > Show Control

Custom OSC

The Custom OSC Widget is driven by the Custom OSC Connection.

> For more information about OSC, check out OSC, In A Nutshell.

> For the examples on this page assume the OSC Message received is:
> `/body/arm/left/hand/position`
> The Arguments are:
> `-3.141, 42.000, -1.500`
> And the Address configured in the OSC Connection is:
> `/body/arm/left/hand`

Custom Label

The Custom Label field is used to select which OSC Arguments, or pieces of the OSC Address to display.

Overlaying Arguments

By default, the Custom Label displays:

```
Example Text: %1:1
```

`%1` selects the first OSC Address from the Custom OSC Connection

`:1` selects the first argument.

The text will be overlaid as:

```
Example Text: -3.141
```

To select the third OSC Address and the fourth OSC Argument from the Custom OSC Connection, enter the following in the text box:

```
Example Text 2: %3:3
```

The text will be overlaid as:

```
Example Text 2: -1.500
```

Overlaying Address Parts

The Custom OSC Widget can dynamically overlay parts of the OSC Address.

Changing the Custom Label to:

```
Example Text: %1@1
```

Results in:

`%1` selects the first OSC Address from the Custom OSC Connection.

`@1` selects the first Address Part, *after* the defined Address in the OSC Connection.

The text will be overlaid as:

```
Example Text: position
```

This is useful for when the device transmitting OSC embeds information you want to see in the Address, as opposed to the Argument.

Related

- Custom OSC Connection

See Also

- OSC in a Nutshell
- Overlaying the Eos Command Line
- Overlaying XYZ Focus from the ETC Eos
- Hog 4 Cue Number

Settings > Widgets > Show Control

Cue Lights

The Cue Lights Widget is driven by the Cue Lights Connection.

Configuration

Configuration options inside of "Configuration" affect the entire Cue Light Widget.

Size

The size of the Cue Lights Widget.

Orientation

The orientation of the whole cue light bank. Options are:

- Horizontal
- Vertical

Settings > Widgets > Show Control > Cue Lights

Groups Configuration

Show

The switch to enable or disable the group header. Defaults to enabled.

Position

The position of the group header. Options vary based on the selected orientation:

Horizontal	Vertical
Top	Left
Bottom	Right

Size

The size of the group header.

Colors

Text

The text color of the group header.

Background

The background color of the group header.

Settings > Widgets > Show Control > Cue Lights

Slots Configuration

Show

The switch to enable or disable the slots text. Defaults to enabled.

Colors

Text

The text color of the slot text.

Background

The background color of the slots.

Blank

The color of blank slots.

Settings > Widgets > Show Control > Cue Lights

Slots Layout

Groups are comprised of Slots, and can be divided by Blanks.

Groups

Name

The name of the group.

Slots

Name

The name of the slot.

Light

The ID of the light to use from the Connection.

Color

The color of the light.

Blanks

A blank slot, used to separate groups.

Settings > Widgets > Show Control > ETC Response

ETC Response Show Control

The ETC Response Show Control Widget is driven by the ETC Response Connection and overlays MIDI information.

Custom

There are no default styles for the ETC Response Show Control Widget. All information is custom built using components to build the displayed style.

Custom components available are:

- `Device ID`
- `Command Format`
- `Command`
- `Data`
- `Device ID #`
- `Command Format %`
- `Command %`
- `Data %`
- `Custom Label`
- `- (hyphen)`
- `. (period)`
- `: (colon)`
- ` (space)`

Custom Label

Configurable custom text linked to the `Custom Label` component.

Display Format

The method of displaying the data. Options are:

- `Text` (Default)
- `Hex`

Context Labels

Whether to display labels prefixing MIDI components. Defaults to `Enabled`.

Related

- ETC Response Connection
- ETC Response Timecode Widget

Settings > Widgets > Show Control > ETC Response

ETC Response Timecode

Style

Select a style to change how information appears. The available styles are:

- Timecode: `hh` : `mm` : `ss` . `FF`
- MTC: `hh` : `mm` : `ss` . `FF`
- SMPTE: `hh` : `mm` : `ss` . `FF`
- LTC: `hh` : `mm` : `ss` . `FF`
- Timecode: `hh` : `mm` : `ss` . `FF` (. `frs`)
- MTC: `hh` : `mm` : `ss` . `FF` (. `frs`)
- SMPTE: `hh` : `mm` : `ss` . `FF` (. `frs`)
- LTC: `hh` : `mm` : `ss` . `FF` (. `frs`)

Settings > Widgets > Show Control

LTC (Audio Input)

The LTC (Audio Input) Widget is driven by the LTC (Audio Input) Connection.

Connection

The Connection used to drive the LTC (Audio Input) Widget.

Style

Select a style to change how information appears. The available styles are:

- Timecode: `hh` : `mm` : `ss` . `FF`
- MTC: `hh` : `mm` : `ss` . `FF`
- SMPTE: `hh` : `mm` : `ss` . `FF`
- LTC: `hh` : `mm` : `ss` . `FF`

Settings > Widgets > Show Control > MIDI

MIDI Show Control

The MIDI Show Control Widget is driven by the MIDI Connection.

Custom

There are no default styles for the MIDI Show Control Widget. All information is custom built using components to build the displayed style.

Custom components available are:

- `Device ID`
- `Command Format`
- `Command`
- `Data`
- `Device ID #`
- `Command Format %`
- `Command %`
- `Data %`
- `Custom Label`
- `- (hyphen)`
- `. (period)`
- `: (colon)`
- ` (space)`

Custom Label

Configurable custom text linked to the `Custom Label` component.

Display Format

The method of displaying the data. Options are:

- `Text` (Default)
- `Hex`

Context Labels

Whether to display labels prefixing MIDI commands. Defaults to `Enabled`.

Settings > Widgets > Show Control > MIDI

MIDI Timecode

The MIDI Timecode Widget is driven by the MIDI Connection.

Style

Select a style to change how information appears. The available styles are:

- Timecode: `hh` : `mm` : `ss` . `FF`
- MTC: `hh` : `mm` : `ss` . `FF`
- SMPTE: `hh` : `mm` : `ss` . `FF`
- LTC: `hh` : `mm` : `ss` . `FF`
- Timecode: `hh` : `mm` : `ss` . `FF` (. `frs`)
- MTC: `hh` : `mm` : `ss` . `FF` (. `frs`)
- SMPTE: `hh` : `mm` : `ss` . `FF` (. `frs`)
- LTC: `hh` : `mm` : `ss` . `FF` (. `frs`)

Settings > Widgets > General

Date Time

The Date Time Widget displays the current date and time.

Style

Select a style to change how information appears. The available styles are:

- `dd`-`mm`-`yy` `hh`:`mm`:`ss`.`ff` (24 hr)
- `dd`-`mm`-`yyyy` `hh`:`mm`:`ss`.`ff` (24 hr)
- `mm`-`dd`-`yy` `hh`:`mm`:`ss`.`ff` (24 hr)
- `mm`-`dd`-`yyyy` `hh`:`mm`:`ss`.`ff` (24 hr)
- `dd`-`mm`-`yy` `hh`:`mm`:`ss`.`ff` (12 hr)
- `dd`-mm-yyyy hh:mm:ss.ff (12 hr)
- `mm`-`dd`-`yy` `hh`:`mm`:`ss`.`ff` (12 hr)
- `mm`-`dd`-`yyyy` `hh`:`mm`:`ss`.`ff` (12 hr)
- Custom

Custom

When Custom is selected, use components to build a custom display style.

> This section is horizontally scrollable

Settings > Widgets > General

Show Info

The Show Info Widget displays the name and number of the current Show, as configured in **Settings** > **General** > **Show**.

Style

Select a style to change how information appears. The available styles are:

- `Name`
- `Name` + `Number`

Settings > Widgets > General

Static Image

The Static Image Widget displays an image file as a fixed overlay.

Image

The image to display.

Settings > Widgets > General

Static Text

The Static Text Widget displays fixed text as an overlay.

Text

The text to display.

Settings > Recording

Capture

> Vor uses different Audio and Video frameworks based on the device connected. Some frameworks provide more options than others.

Video

A list of accessible video devices.

The supported pixel formats are:

- 420v
- 420f
- 2vuy
- v210
- dmb1

> Vor does not support capturing video in the Progressive Segmented Frame (PsF) scheme

Resolution

The resolution of the video being requested from the capture device.

Flip

Flip the video horizontally or vertically.

Audio

A list of accessible audio devices.

The supported audio formats vary by audio codec. For more information, check out the Audio Codec settings section.

Audio Channels

An array of input audio channels and audio meters. Click the speaker icon to change the gain or to enable or disable specific channels.

Any channel that is enabled will be recorded as an independent audio track. Sometimes audio devices will create additional "loopback" mixes. You should confirm these channels are disabled if you don't want them recorded.

Vor is limited to recording 8 channels of audio.

> You can't disable specific audio channels while using a Blackmagic device.

Audio Delay

The Audio Delay slider allows a user to adjust the audio sync with the video. Measurements are in seconds.

> For best Audio/Video sync we recommend using the same device for both Audio and Video capture

Settings > Recording

General

Always Prevent Sleep

When enabled, this option always prevents sleep. When disabled, sleep is only prevented while Vor is recording.

While Recording

Dim Display

When enabled, this option dims the Vor window when recording.

Stop When Storage Low

When enabled, this option will stop a recording when macOS reports the storage device does not have enough space remaining.

Settings > Recording

Output

Video Codec

The video codec to use when saving the video file. Options are:

- `H.264` (default)
- `HEVC`
- `ProRes 422`
- `ProRes 422 LT`
- `ProRes 422 Proxy`

Quality

The quality of the stored video and snapshot. Options are:

- `Ultra Low`
- `Low`
- `Medium`
- `High` (default)
- `Ultra High`

Bitrate varies by codec used.

Audio Codec

The audio codec to use when saving the file. Options are:

- `AAC` (default)
- `Linear PCM`

AAC

Supported sample rates for AAC audio codec are:

- `16,000 Hz`
- `24,000 Hz`
- `32,000 Hz`
- `44,100 Hz`
- `48,000 Hz`

Linear PCM

Supported sample rates for the Linear PCM audio codec are:

- `16,000 Hz`
- `24,000 Hz`
- `32,000 Hz`
- `44,100 Hz`
- `48,000 Hz`
- `88,200 Hz`
- `96,000 Hz`
- `176,400 Hz`
- `192,000 Hz`

Audio Bit Depth

The bit depth to use when recording audio. The available bit depths depend on the selected sample rate and audio capture device.

> Not all audio codecs support bit depth. When the selected Audio Codec doesn't support it, the setting shows a warning.

File Name

The file name when output. It must contain Date/time so as to always be unique.

> This section is horizontally scrollable.

Recording Location

The folder where recorded video files are stored. Choose a recently used folder from the pop-up menu, or click the folder-picker button next to it to choose a new folder.

Snapshot Location

The folder where snapshots are stored. Choose a recently used folder from the pop-up menu, or click the folder-picker button next to it to choose a new folder.

Cue Photo Location

The folder where cue photos are stored. Choose a recently used folder from the pop-up menu, or click the folder-picker button next to it to choose a new folder.

> If the selected folder is no longer accessible, files are saved to the Desktop instead.

Storage

The amount of storage remaining, as reported by macOS. This can sometimes be inaccurate.

Settings

Actions

Actions is where configuration of Actions takes place. By default, information from Connections are passed to Actions, so an Action Source is not needed unless controlling Vor from a device which isn't also used as a Connection.

Click an Action to see its configuration options.

Right-click an Action Source to see contextual actions that help you configure your Widgets. Click and drag an Action Source to change the sort order.

Toolbar

The Actions toolbar lets you sort, add, copy, and delete Action Sources.

From left to right, they are:

1. Sort Action Sources in alphabetical order
2. Sort Action Sources in reverse alphabetical order
3. Add an Actions Source
4. Delete selected Actions Source
5. Copy selected Actions Source

Settings > Actions

OSC Settings

> Most OSC driven Connections (excluding QLab) automatically forward messages to OSC Actions. No additional setup required.

Actions ID

A numeric value used to uniquely identify the Vor device for use with OSC Actions. Valid values are `1` to `999`.

Settings > Actions

MIDI Settings

> Messages from MIDI-driven Connections are automatically forwarded to MIDI Actions. No additional setup is required.

MIDI Actions require more configuration than OSC Actions. You can control Vor via a MIDI-based Connection or via a MIDI Source.

You can manually input a MIDI message to one of the commands, or click the `Capture` button next to a command to have Vor listen to the next MIDI message, and then assign that message to that command.

The configurable Vor Actions are:

- `Start Recording`
- `Stop Recording`
- `Toggle Recording`
- `Take Snapshot`
- `Show Number +`
- `Show Number -`
- `Show Number Reset`
- `Quit Vor`
- `Shutdown System`

> To disable an Action, set the command to `None`

Settings > Actions

Timecode Settings

Timecode Actions allow Vor to automatically start and stop recording based on incoming timecode. When timecode is received from an observed Connection or Action Source, Vor evaluates it against configured ranges and delays to determine whether recording should be started or stopped.

> Timecode Actions observe timecode from Connections and Action Sources that support timecode. These include MIDI, LTC (Audio Input), and ETC Response Connections. Enable observation for each Connection individually in the Connections and Sources sections below.

Enabled

A switch to enable or disable Timecode Actions. When disabled, incoming timecode is ignored and no recording Actions are triggered.

Start Delay

The delay in seconds after timecode starts (or resumes) before the configured start behavior takes effect. Valid values are `0` to `10` seconds, adjusted in 1 second increments.

A start delay of `0` means the start behavior is applied immediately when timecode is received within a defined range.

Stop Behavior

The behavior when timecode stops (freezes or holds). Options are:

- **Stop**: Stop recording after the configured Stop Delay
- **No Change**: Do nothing when timecode stops

Stop Delay

The delay in seconds after timecode stops before the stop behavior takes effect. Valid values are `1` to `10` seconds, adjusted in 1 second increments. This setting only applies when Stop Behavior is set to `Stop`.

Ranges

Timecode Ranges define windows of time during which recording should be active (or inactive). Each range has:

- **Label**: An optional user defined label for the range
- **Start**: The start timecode in `hh:mm:ss` format
- **End**: The end timecode in `hh:mm:ss` format

The end timecode must be greater than the start timecode. If the end timecode is less than or equal to the start timecode, the range is invalid and will be highlighted in red.

When no ranges are defined, the start behavior applies whenever timecode is received.

Connections

A list of timecode-capable Connections. Each connection has a switch to enable or disable observation by Timecode Actions. Supported connection types include:

- MIDI
- LTC (Audio Input)
- ETC Response

Sources

A list of timecode-capable Action Sources. Each source has a switch to enable or disable observation by Timecode Actions. Supported source types include:

- MIDI Source

Settings > Actions

OSC Source

> Don't forget: Most OSC driven Connections (excluding QLab) automatically forward messages to OSC Actions. No additional setup required.

Name

The name of the Actions Source.

Method

The way of connecting to the OSC source. Options are:

- TCP Client
- TCP Server
- UDP

TCP Client

IP/Host

The IP address of the OSC server to connect to.

Port

The port to use to connect to the remote server.

Version

The OSC version to use to connect to the remote server. Options are:

- 1.0 (PLH) (Default)
- 1.1 (SLIP)

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

TCP Server

Interface

The network interface used to host to the OSC server.

Port

The port used to host the OSC server.

Version

The OSC version to use to connect to the remote server. Options are:

- 1.0 (PLH) (Default)
- 1.1 (SLIP)

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

UDP

Port

The port to listen on for incoming OSC information. Defaults to `3049`.

Ignore Bundle Timing

Whether to process and display messages based on OSC bundle timing. Unless there is a compelling reason to turn this off, leave it on.

Settings > Actions

MIDI Source

> Don't forget: Messages from MIDI driven Connections are automatically forwarded to MIDI Actions!

Name

The name of the Actions Source.

Method

The way of connecting to the MIDI device. Options are:

- Connection
- Destination

Connection

Device

The MIDI Device to listen to for incoming MSC data. Only available when Connection is selected as the Method.

Destination

Vor creates a MIDI Device which can be targeted as the device by other software.

Main Window

Main Window

The Main Window is where most of the action in Vor happens. It is comprised of four areas:

1. Sidebar
2. Toolbar
3. Video Preview
4. Inspector

Main Window

Sidebar

The sidebar runs down the left side of the Main Window and shows, from top to bottom:

1. Capture
2. Audio Meters
3. Connections
4. Actions

The Connections and Actions sections only appear when at least one Connection or Action Source is configured.

Capture

Displays the currently selected video and audio capture devices. Double-click a capture device to open **Settings** > **Recording** > **Capture**.

Audio Meters

Live input level meters for each enabled audio channel from the current capture device.

Connections

Lists the currently enabled Connections along with a status indicator. The indicator color reflects the Connection's state:

1. Green (connected, no issues detected).
2. Yellow (connected, but with errors).
3. Red (disconnected, unable to communicate with the device on the other end).

Double-click a Connection to open **Settings** > **Connections** with that Connection selected.

Actions

Lists the currently enabled Action Sources along with a status indicator. The indicator color reflects the Action Source's state:

1. Green (connected, no issues detected).
2. Yellow (connected, but with errors).
3. Red (disconnected, unable to communicate with the device on the other end).

Double-click an Action Source to open **Settings** > **Actions** with that Action Source selected.

Main Window

Toolbar

The toolbar across the top of the Main Window is where you switch modes, change Compositions, and start recording.

Modes

Vor has two modes:

1. Live Mode
2. Layout Mode

Live Mode

Live Mode is the preview mode for what is being stored to disk.

Layout Mode

Layout Mode is the edit mode, and lets you reposition and resize Widgets.

Click and drag a Widget to move it to a new location. Double-click a Widget to open its configuration in Settings.

You can also resize Widgets by clicking and dragging one of the corner handles. Hold Shift while dragging a corner handle to preserve the aspect ratio.

For more information about Layout Mode, see Video Preview.

Toolbar items

From left to right, the toolbar contains:

Recording Time

A timer that appears in red when recording is active.

Layout

Switches between Live and Layout Modes. Disabled while recording.

Composition

A menu showing the currently active Composition. Pick from the menu to switch the active Composition.

Snapshot

Click to store a single frame to disk.

Record

Click to start or stop recording. Note: You can't enter Layout Mode while recording.

Inspector

Shows or hides the Inspector, which gives you access to camera adjustments, Widget editing, and a live event log.

Main Window

Video Preview

The Video Preview is the main view in the Main Window. It displays incoming video frames combined with the Widgets from the active Composition, exactly as they will appear in the recorded output.

Display modes

The Video Preview behaves differently depending on the active mode.

Live Mode

In Live Mode, the Video Preview shows what's being recorded to disk:

- Live video feed from the configured capture device.
- All Widgets from the active Composition rendered in their final positions.
- real time data updates from connected devices.

Layout Mode

In Layout Mode, the Video Preview becomes an interactive workspace where you can:

- **Reposition Widgets**: click and drag any Widget to move it.
- **Resize Widgets**: drag a corner or edge handle.
- **Multi-select Widgets**: ⌘-click to add to or remove from the selection.
- **Configure a Widget**: double click to open its settings.

> You can't enter Layout Mode while recording is active.

Layout Mode interactions

Positioning

- **Click and drag** to move a Widget within the video frame.
- **Hold Shift while dragging** to disable snap-to-grid for fine positioning.
- **Multi-select** with ⌘-click, then drag any selected Widget to move the whole group together.
- Widgets are automatically constrained to the video-frame boundaries.

Resizing

- **Drag a handle** to adjust a Widget's size.
- **Hold Shift while dragging a corner handle** to preserve the Widget's aspect ratio.

Selection

- **Click** a Widget to select it.
- **⌘-click** to add or remove a Widget from the current selection.
- **Double-click** to open the Widget's configuration in Widgets.

Zooming (Layout Mode only)

In Layout Mode you can zoom the canvas:

- **Pinch** on a trackpad.
- **Hold ⌘ and scroll** the mouse wheel.

The zoom level is indicated in the bottom right corner of the preview area.

Keyboard and mouse shortcuts

Mode switching

- ⌘ + L: Switch between Live and Layout Mode.

Layout Mode

- **Drag**: Move a Widget.
- **Shift + drag**: Disable snap-to-grid while moving.
- **⌘ + click**: Add or remove a Widget from multi-selection.
- **Double-click**: Open Widget configuration.
- **Shift + drag corner handle**: Preserve aspect ratio while resizing.

> See Keyboard Shortcuts for the complete list of available shortcuts.

Main Window

Inspector

The Inspector is the panel on the right side of the Main Window. Click the **Inspector** button in the toolbar to show or hide it.

The Inspector has three section. Use the picker at the top to switch between them:

1. Camera Control
2. Widgets
3. Events

Video Control

Currently allows for flipping the incoming video feed:

- Horizontally
- Vertically

Widgets

Quick Widget editing without leaving the Main Window. What you see depends on what's selected in Layout Mode:

- **One Widget selected**: the Widget's full configuration.
- **Multiple Widgets selected**: controls that apply to all selected Widgets.

This page is only active in Layout Mode.

Events

A live log of recent app events. Useful for diagnosing why a recording may have stopped, or why a recording was started.

Vor keeps the most recent 500 events in memory for the current session, and clears the log when you quit.

Event row

Each row shows:

- A color-coded severity icon on the left.
- The event message.
- The timestamp and category.

Click a row to expand the full message. Right-click and choose **Copy Event Details** to copy a plain-text version of the event to the clipboard.

Severity

Severity	Color	When you'll see it
Info	Gray	Routine events such as launch, recording start or stop, or Composition switches.
Warning	Yellow	Minor issues, such as a Connection that's connected with errors.
Error	Red	Problems that need attention, such as a recording that failed to start.

Category

Vor tags each event with one of:

- **System**: app level events (launch, quit, and license changes).
- **Connection**: Connection changes.
- **Composition**: Composition activations.
- **Recording**: recording start, stop, snapshot, and errors.
- **Capture**: capture device events.
- **Actions**: Actions and Action Sources.

Filters

The header at the top of the Events page has three controls:

- **Severity** pop-up menu: show only Info, Warning, or Error events.
- **Category** pop-up menu: show only events from a single category.
- **Clear**: remove all events from the log.

More Information

OSC Commands

For pre-built Eos Magic Sheets and Macros, see Magic Sheet Assets.

QLab 5 has built-in control of Vor. Check out the "Network Cue".

OSC Address	Description	Arguments
`/vor/record/start`	Start a recording	None
`/vor/record/stop`	Stop a recording	None
`/vor/record/toggle`	Toggle the recording state	None
`/vor/record/snapshot`	Capture a still frame	None
`/vor/showname/set`	Set the show name	`Show Name` (string), for example `"Stars The Musical"`
`/vor/shownumber/set`	Set the show number	`Show Number` (int), for example `5`
`/vor/shownumber/plus`	Increment the show number by 1	None
`/vor/shownumber/minus`	Reduce the show number by 1	None
`/vor/shownumber/reset`	Reset the show number to 1	None
`/vor/system/quit`	Quit Vor	None
`/vor/system/shutdown`	Shutdown host device	None

More Information

Keyboard Shortcuts

Recording

Action	Key
Toggle recording	⌘ + T
Start recording	⌘ + R
Stop recording	⌘ + G
Take snapshot	⌘ + P

Mode

Action	Key
Switch between Live and Layout Mode	⌘ + L
Enter or exit fullscreen	Fn + F

General

Action	Key
Open Settings	⌘ + ,
Quit Vor	⌘ + Q

Layout Mode Shortcuts

Action	Key
Multi-select Widgets	⌘ + Click
Open Widget Configuration	Double-click Widget
Maintain Aspect Ratio	Shift + Resize
Zoom	Pinch to zoom

> Layout Mode can't be entered while recording is active. For more details about Layout Mode operations, see Video Preview.

More Information

NDI®

Vor can receive NDI® High Bandwidth, NDI® HX, and NDI® HX3 for both audio and video capture sources using NDI® 6.3.2 in either SDR or HDR formats.

> Vor does not currently support NDI® interlaced video sources

Networking Considerations

There are many networking considerations when using NDI®. NDI® offers a number of White Papers that cover networking considerations in detail. We recommend reading and understanding the entire white paper before adding NDI® to a network.

NDI Tools

NDI Tools is a suite of software used to configure and test the NDI workflow. NDI for Vor is configured using NDI Access Manager.

NDI Tools is available for download from NDI's website.

> NDI® is a registered trademark of NewTek, Inc.

More Information

Scrolling

Some sections of Vor are vertically and horizontally scrollable.

Scrolling Horizontally

To scroll horizontally with a trackpad:

1. Move the pointer to the field to scroll
2. Scroll left/right using the bottom section of the trackpad
3. The field will scroll horizontally

To scroll horizontally with a scroll wheel:

1. Move the pointer to the field to scroll
2. Hold Shift
3. Scroll using the mouse wheel
4. The field will scroll horizontally

Scrolling Vertically

To scroll vertically with a trackpad:

1. Move the pointer to the field to scroll
2. Scroll up/down using the right hand section of the trackpad
3. The field will scroll vertically

To scroll vertically with a scroll wheel:

1. Move the pointer to the field to scroll
2. Scroll using the mouse wheel
3. The field will scroll vertically

More Information

Subscription Management

What Does a Subscription Include?

A Vor subscription provides a license key that activates the full feature set of Vor for macOS at either the Personal or Production tier. One license covers one device, and can be transferred as many times as you want.

For a side-by-side breakdown of what each tier includes, see Which Vor?.

Trial Licenses

Before purchasing, you can generate a free trial license from within Vor. To do so, open **Settings** > **General** > **Licensing**, enter your email address, and click **Get Trial**. No credit card is required.

Purchasing

Click **Get a License** in the Licensing section of Vor Settings, or visit getVor.app directly.

Managing Your Subscription

Subscriptions are managed through FastSpring's customer portal at borealis.onfastspring.com/account. From there you can view invoices and license keys, update payment information, and cancel your subscription.

Cancellation

You can cancel at any time through the FastSpring portal. Your license remains active until the end of the current billing period.

What Happens When a Subscription Expires?

If a subscription lapses, Vor reverts to "Free" mode. Your existing recordings aren't affected.

License Resets

Licenses can be remotly reset up to three times in a 365 day period. If you need a reset, contact support.

Tax, VAT, and GST

See Tax, VAT, and GST for information on tax queries.

More Information

Tax, VAT, GST

All queries relating to Tax, VAT, or GST should be addressed to FastSpring via their form here:

https://fastspring.com/consumer-support-form/tax-vat-gst/

More Information

Using iPhone and iPad as a Webcam

There are several ways to use an iPhone or iPad as a camera in Vor:

1. Continuity Camera: a built-in macOS feature that uses your iPhone or iPad over Wi-Fi or USB.
2. Third-party apps that present the device as a webcam to the Mac, such as Camo or GetCam.

Test each option to find the one that works best for your setup.

All Vor Software Versions

All Vor Software Versions

Version	Date	Download
v1.9.0	June 28, 2026.	Download
v1.8.1	September 20, 2025	Download
v1.8.0	May 27, 2025	Download
v1.7.0	August 7, 2024	Download
v1.6.3	April 13, 2024	Download
v1.6.2	March 4, 2024	Download
v1.6.1	February 26, 2024	Download
v1.6.0	January 30, 2024	Download
v1.5.1	October 25, 2023	Download
v1.5.0	September 18, 2023	Download
v1.4.1	June 12, 2023	Download
v1.4.0	March 8, 2023	Download
v1.3.0	January 16, 2023	Download
v1.2.0	July 25, 2022	Download
v1.1.0	May 19, 2022	Download

All Vor Software Versions

Vor v1.9.0

Version	Date	Download
Vor v1.9.0	June 29, 2026	Download

We're excited to introduce Vor v1.9.0: a major release that brings full support for macOS 26, updates to layout mode, a Timecode Action, a brand new Events view, and Bonjour discovery. There's a lot here, and it all builds on the foundations laid in v1.8.

While Vor picks up plenty of new capabilities, the bulk of the work in this release went into , bringing it much closer to feature parity with Vor. If you haven't given Vor Mobile a serious look in a while, v1.9.0 is the release to do it. Be sure to check out the too.

With macOS 26 Tahoe, Vor has been refreshed to align with the new system design language. We've also added sidebar audio meters to display the incoming audio in real time. macOS 26 Tahoe is fully supported, alongside macOS 15 Sequoia.

Layout Mode gets a serious upgrade in v1.9.0. You can now multi-select Widgets and edit shared fields: labels, colors, fonts, and more at at once. We've also brought Stacking tools to the quick menu, and exposed Z-Order controls. Need to push the type slightly larger than a preset allows? Vor now supports completely custom font sizes on every text Widget.

For Actions, v1.9.0 introduces a brand new Timecode Action. Trigger Vor to start, or stop a recording when timecode is received, without using OSC or a keyboard. You can limit the action to specific time ranges so it only fires when you want it to. Timecode Actions are a powerful companion to ensure you never miss a cue.

The all new Events View captures and surfaces events in the Inspector while you work. Need to know exactly why a recording stopped? It's all there, ready to be reviewed. Events are designed to make troubleshooting faster, and to give you a clearer story of what actually happened.

Setting Vor up on a network just got dramatically easier. Vor now advertises itself via Bonjour, so other devices that support Bonjour discovery can find it without typing IP addresses or ports. The advertisement also broadcasts each instance's Actions ID and the OSC version, so even less configuration is needed.

We're also thrilled to bring native support for Emtech Nexus into Vor. You're now able to connect directly to a Nexus automation console and display playback and IO information with three brand new Widgets:

- Emtech Nexus Cue Widget
- Emtech Nexus Elapsed Widget
- Emtech Nexus IO Widget

Vor v1.9.0 also marks the beginning of a larger localisation effort. The app has been fully localised into English (UK), with additional languages coming in future releases.

Alongside the app itself, we've given the documentation a top-to-bottom refresh. Screenshots have been updated, the structure has been reorganized to make it easier to find what you need, and the full documentation is downloadable as a PDF.

A few additional highlights:

- New Widgets default to the first relevant Connection, removing one of the small bits of friction in building a layout from scratch.
- Cue Light Widgets now support up to 50 slots, doubling the previous limit.
- NDI® 6.3.2 brings the latest fixes from NDI®.

As always, we've resolved a long list of bugs, including:

- A crash when starting or stopping a recording
- Composition sizing now displays the correct resolution
- Copying a Widget into another Composition now correctly preserves all properties

v1.9.0 is a big step forward for Vor: a clearer picture of what your system is up to, a more refined experience, and powerful new tools for you. We can't wait to see what you build with it.

Dont forget to check out the full documentation for deeper dives, and don't forget to hop into our Discord community to share feedback, ask questions, or show off your newest layout.

We're excited to see what you build next with Vor v1.9.0!

🚀 New

- Display Audio Input Status in Sidebar
- Events View
- Allow Custom Font Sizes
- Add Distribute Tools in Layout Mode
- Allow Vor to be Discoverable via Bonjour
- Action Expansion: Timecode
- Provide Vor & Vor Mobile in English (en-GB)
- Update to NDI® v6.3.2

✨ Improved

- Revise Capture Device Format Selection Architecture
- Reduce LTC (Audio Input) Latency
- Improve Audio/Video Device Selection
- Add Stacking Tools to Quick Menu
- When Multiple Widgets Are Selected, Allow for Editing of Like Fields
- Allow Mouse Scroll Wheel to Zoom Layout View
- Ensure Widget Preview Style Matches Component Pattern
- Stop Recording When Blackmagic Format Changes
- "Manage License" Should Be Visible Even When Unlicensed
- Creating a Widget Should Default it to the First Relevant Connection
- Allow Up to 50 Cue Light Slots
- Improve Audio Meter Performance

🔧 Fixed

- Composition Sizing Displays Incorrect Resolution
- Changing Composition Resets Previous Elapsed to "No Previous Cue"
- Duplicating a Composition, Widget, Connection or Actions Source with CMD+D is Inconsistent
- Copying a Widget from a Composition to Another Composition Fails

Known Issues Remaining

- QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass
- Blackhole Backed Audio Devices With More Than 16 Channels Can Cause Vor to Crash
    - **Workaround**: Contact support for detailed instructions

Compatibility

Vor v1.9.0 may be installed on the following operating systems:

- macOS 26 Tahoe
- macOS 15 Sequoia

All Vor Software Versions

Vor v1.8.1

Version	Date	Download
Vor v1.8.1	September 20, 2025	Download

Vor v1.8.1 provides updates to the grandMA3 Connection, and adds compatibility for QLab v5.5.

✨ Improved

- MA3 Connections Occasionally Don't Reconnect
- Update to NDI 6.2.1
- Update GrandMA3 Connection to Explain Compatibility
- Update grandMA3 Connection & Widgets to Include Data Pool Variable
- grandMA3 Connection Should Default to Highest Version Number, Not Lowest

🔧 Fixed

- MA3 Widget List Subtitle Doesn't Update When Changing Style
- Update QLab OSC API for QLab v5.5 Compatibility

Known Issues Remaining

- #1068 QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass
- #492 Blackhole Backed Audio Devices With More Than 16 Channels Can Cause Vor to Crash **Workaround** - Contact support for detailed instructions

Compatibility

Vor v1.8.1 may be installed on the following operating systems:

- macOS 15 Sequioa
- macOS 14 Sonoma

All Vor Software Versions

Vor v1.8.0

Version	Date	Download
Vor v1.8.0	May 27, 2025	Download

We're excited to introduce Vor v1.8.0: a major release anchored by a completely reimagined layout engine that brings even more customization options to your tech table. This update sets the stage for even more powerful features ahead, and we can't wait for you to experience them.

At the heart of v1.8.0 is the updated layout engine - a front-to-back overhaul of how widgets are placed, adjusted, and positioned on the incoming video. Now with the ability to align multiple widgets, and to adjust their sizing it's possible to bring granular precision to where the information is shown. Whether you're building a simple layout or creating a complex setup, the new engine gives you the flexibility and control you need.

This improvement also paves the way for more consistency from Vor to Vor Mobile and opens up a host of exciting changes to layout customization. And, with the new Compositions feature it's possible to change the layout while recording - even remotely via OSC.

We're also thrilled to bring native support for grandma3 into Vor. You're now able to connect to grandma3 directly and display information with three brand new Widgets:

- grandma3 Cue Widget
- grandma3 Elapsed Widget
- grandma3 Master Widget

With v1.8.0, we've also focused on user experience enhancements, including simplifying the permissions requests when installing or updating Vor. We've also added support for macOS 15, and the privacy permissions that come with those.

As always, we've resolved bugs, including:

- Fixed image picker issues in the Static Image Widget
- Custom widget bubbles now render correctly after style changes
- QLab Active Cues, Playhead, and Latest Widgets refresh more reliably

The new layout engine is an exciting update to Vor, and with grandma3 support and a host of improvements across the board, this version delivers serious power for all designers, programmers, and technicians.

As always, check out the full documentation for deeper dives, and don’t forget to hop into our Discord community to share feedback, ask questions, or show off your newest layout.

We’re excited to see what you build next with Vor Mobile v1.8.0!

🚀 New

- Update Layout Engine
- Epic: grandma3 Integration
- Update to NDI 6
- Audio/Video Sync v2
- Collect User Feedback After a Crash

✨ Improved

- #1044 Simplify Permissions Requests
- #1095 Remove Recording>Format to Streamline Settings Sources
- #1159 Expand Emoji Alert to Include Other Errors
- #1202 Prioritize Common Resolutions Over Non-Standard Resolutions

🔧 Fixed

- #1110 Custom Widget Bubbles Do Not Render When Changing Style
- #1132 Update Privacy Settings for macOS 15
- #1152 QLab Active Cues Widget Does Not Always Refresh
- #1172 Absolute Motion Control IO Widget Missing Custom Label Field
- #1179 QLab Playhead/Latest/ Latest Elapsed Widgets Do Not Update When No Text Is Displayed
- #1188 When Starting Vor, Audio Channel Settings Aren't Always Restored Properly

Known Issues Remaining

- #1068 QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass
- #492 Blackhole Backed Audio Devices With More Than 16 Channels Can Cause Vor to Crash
    - **Workaround** - Contact support for detailed instructions

Compatibility

Vor v1.8.0 may be installed on the following operating systems:

- macOS 15 Sequioa
- macOS 14 Sonoma

All Vor Software Versions

Vor v1.7.0

Version	Date	Download
Vor v1.7.0	August 7, 2024	Download

We are excited to announce the release of Vor v1.7.0! This update represents a significant leap forward, introducing the first-ever native QLab integration to the market, connectivity with Absolute Motion Control devices, an update to the STS connection, and numerous bug fixes and quality of life enhancements.

The largest and most powerful new feature in v1.7.0 is the QLab integration. Getting started with QLab is quick and easy as all QLab devices are automatically detected on the network, and displayed in Preferences. This means there's no need to fumble with IP addresses, or ports. Using a passcode to keep your QLab session secure? That still works with Vor; just put the passcode in, and you're good to go.

Paired with the QLab Connection are four different widget types. The most powerful is the QLab Active Cues Widget, which will make QLab users feel right at home. The Active Cues Widget shows up to 10 active cues, including their play/pause status, cue iconography, and timing information. There are a number of configuration options, including the ability to only display top level cues, a progress bar, and play/pause state. Want to limit the number of active cues to 5 cues? That's possible with a customizable range of 1 to 10 cues. This is the most powerful addition to a QLab user's toolkit in a long time, allowing designers and technicians to cue their shows, and troubleshoot even quicker.

The next QLab widget is the QLab Playhead Widget, showing not only the current position of the QLab Playhead but also timing information, and the continue mode status. This widget displays what cue is currently selected by the playhead on a cuelist by cuelist basis, but also has a flag to show the previously selected cue providing even more context. As with many things in Vor, the style is customizable on a widget by widget basis and the QLab Playhead Widget is no exception.

Finally, the QLab Latest Widget allows you to get incredibly specific - dive down to a specific cue list, and cue type to see what was most recently triggered. Want to see the most recent MIDI cue, and adjust timing based on that? Want to see when the last MIDI message was sent to the lighting department, or to an external control interface? This widget allows for that, and pairs well with the QLab Latest Elapsed Widget, which follows the same logic and provides the same features as all the other Elapsed widgets.

Another added integration is with Absolute Motion Control's automation controller. This brings three new widgets, including the Absolute Motion Control Cue Widget, which displays cue numbers, labels, and playback states. This integration also brings to the table the powerful Absolute Motion Control IO Widget which displays the status of various devices including e-stops and safety mechanisms. This IO Widget is fully user configurable allowing Vor to meet the needs of productions all over the world.

Finally, there have been a number of quality of life improvements which are detailed in the full Vor v1.7.0 release notes.

We are continually striving to improve Vor, and this update is another testament to our goal of providing the industry with top levels tools in an accessible manner. We encourage you to dive into our full documentation for more detailed information on these features. Don't forget to join our community on Discord, where you can find support, share tips, and experiences with Vor v1.7.0.

We look forward to your feedback and are excited to see how you use these new features!

🚀 New

- ◦ QLab Connection & Widgets
- Absolute Motion Control Connection & Widgets
- Improve Recording Status Logic & Status Display
- STS Connection Updates

✨ Improved

- #451 Move Widget Updates Entirely Off Main Queue
- #897 Generate Acknowledgements In-App
- #946 Limit Connections, Action and Widget List Items to Single Line Description
- #982 Add Inches as a Unit for Positional Widgets
- #983 Log When Recording Location is Inaccessible
- #1009 Timecode Hours ≥ 24 Should Wrap to Hour 0

🔧 Fixed

- #646 Starting or Toggling a Recording via OSC Quickly Can Cause a Crash
- #990 It Should be Possible for Feet/Inches to Display Decimal Inches
- #992 Duplicating a Cue Light Widget References Original Slots
- #1002 Date & Time Can Be Reported in Improper Format Depending on Locale
- #1007 Sparkle Critical Vulnerability
- #1010 Connections Indicators Can Display Incorrect Status on License Change
- #1016 In Some Situations NDI® Audio Can Be Out of Sync From Video
- #1034 Changes to ShowMotion Widgets Result in Waiting Until Changes Received
- #1040 Crash When Resuming From Sleep Using blackmagic SDK
- #1053 sACN Output While Recording Can Be 0

Known Issues Remaining

- #1068 QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass
- #492 Blackhole Backed Audio Devices With More Than 16 Channels Can Cause Vor to Crash
    - **Workaround** - Contact support for detailed instructions

Compatibility

Vor v1.7.0 may be installed on the following operating systems:

- macOS 14 Sonoma
- macOS 12 Monterey

All Vor Software Versions

Vor v1.6.3

Version	Date	Download
Vor v1.6.3	April 13, 2024	Download

Vor v1.6.3 provides updates to the Custom OSC Connection, and file optimizations.

✨ Improved

- #954 Custom OSC Pattern Matching Not Strict Enough for Final Address Part

Compatibility

Vor v1.6.3 may be installed on the following operating systems:

- macOS 14 Sonoma
- macOS 12 Monterey

All Vor Software Versions

Vor v1.6.2

Version	Date	Download
Vor v1.6.2	March 4, 2024	Download

Vor v1.6.2 provides widget fixes, and optimizations.

✨ Improved

- #936 Widgets Should Refresh Whenever They Are Enabled

Compatibility

Vor v1.6.2 may be installed on the following operating systems:

- macOS 14 Sonoma
- macOS 12 Monterey

All Vor Software Versions

Vor v1.6.1

Version	Date	Download
Vor v1.6.1	February 26, 2024	Download

Vor v1.6.1 provides licensing improvements, and bug fixes.

✨ Improved

- #718 Add An Indeterminate Progress for macOS Licensing Actions

🔧 Fixed

- #924 Changing a Cue Light Address May Not Refresh Level Until a Change Occurs
- #922 Cue Light Connection Requires a Toggle Off to Subscribe to Multiple Universes
- #911 License State Changing While In Layout Mode Causes a Crash

Compatibility

Vor v1.6.1 may be installed on the following operating systems:

- macOS 14 Sonoma
- macOS 12 Monterey

All Vor Software Versions

Vor v1.6.0

Version	Date	Download
Vor v1.6.0	January 30, 2024	Download

Welcome to the latest update of Vor, version 1.6.0, where we've continued to push the boundaries of software in response to your valuable feedback. This update is a step forward, offering a collection of advancements and intuitive changes designed to enhance your experience, and expand the kinds of devices you can connect to.

In Vor 1.6.0, the first thing you'll notice is the updated User Interface. We've completely revamped Settings and the Main Window, creating a more modern and user-friendly environment. Connection status now lives in a collapsible sidebar, as does information about the currently selected audio and video devices. This new interface makes navigating through Settings more intuitive and efficient, while doing a better job of presenting more status information.

A significant addition in this update is the grandma2 Connection & Widgets. This new feature allows integration with grandma2 consoles, allowing users to overlay cue information from specific sequences or selected ones via a USB to MIDI adapter, or via Ethernet/WiFi. While expanding the list of Connections to include grandma2, we took the time to also add a MIDI Show Control Connection & Widgets. This opens up the ability to overlay any information from MIDI Show Control and MIDI Timecode sources, providing another look into the system and making troubleshooting and timing easier.

One of the most common requests that we've gotten from teams is the ability to control Vor machines individually: In 1.6.0 we've added Actions ID for targeted control of Vor instances. No longer will the Video Department start the Lighting Department's recording accidentally!

We've also expanded Elapsed Widgets, and there is now one for all cue based connections. These widgets provide real time displays of the time since a cue was triggered, allowing users to see exactly how long it’s been since the cue occurred. And with the expansion of Elapsed, we've also added an Elapsed (Previous) toggle. This feature allows you to display the duration between the two previous cues, so it's no longer necessary to scrub through the video to find the exact timing.

Another new feature is the ability to observe OSC Address parts. This functionality enables you to monitor a specific OSC Address, and overlay information from the Address itself as opposed to just the argument. With this, information from the ETC Hog 4, or the grandma3 console can be overlaid.

And, for those concerned with audio, and a preview of things to come, Vor 1.6 brings support for 96kHz audio devices.

Lastly, we've ensured full compatibility with macOS Sonoma, allowing Mac users to enjoy all the latest features of Vor on the newest operating system without any hiccups.

We are continually striving to improve Vor, and this update is a testament to our commitment to providing you with the best possible tools for your creative and technical endeavors. We encourage you to dive into our full documentation for more detailed information on these features. Don't forget to join our community on Discord, where you can find support, share tips, and experiences with Vor 1.6.

We look forward to your feedback and are excited to see how you use these new features!

🚀 New

- Updated user interface
- grandma2 Connection & Widget
- MIDI Show Control Connection & Widget
- Actions ID for targeted control of Vor instances
- Elapsed Widgets for all cue based connections
- Elapsed (Previous) timing flag
- Support for OSC Bundles
- Support for observing OSC Address patterns
- Support for 96kHz audio devices
- Support for macOS Sonoma

✨ Improved

- #740 Creating a New Connection Should Enable it by Default
- #764 Creating a New Widget Should Enable it By Default
- #766 Green SMPTE Speaker "Tracks" When Selecting Other Audio Source
- #778 Sort Connections by Categories
-
- #783 Sort Widgets by Category
- #787 Allow OSC Actions to be Disabled
- #789 Allow OSC Actions Port to be Configurable
- #792 Move OSC Control to Actions Tab
- #841 Connections Header Remains On File>New If A Disconnected Connection Exists
- #849 Double Clicking an Audio or Video Device in the Sidebar Should Open Settings>Recording>Capture
- #856 Updates for UI Input Fields
- #857 Widget Rearchitecture
- #866 Add Units to OTP-4 Connection Preview
- #878 Add Custom Label to Eos Cue Widget

🔧 Fixed

- #642 Some Audio Devices Log Channel Counts Incorrectly
- #853 Spacebar Does Not Work As A Record Toggle Shortcut After Adjusting the Sidebar Sizing
- #861 Update Disguise Branding
- #862 Crash When Converting Widget Colorspace
- #871 It Should Not Be Possible to Edit the Overlay While Recording

Compatibility

Vor v1.6.0 may be installed on the following operating systems:

- macOS 14 Sonoma
- macOS 12 Monterey

All Vor Software Versions

Vor v1.5.1

Version	Date	Download
Vor v1.5.1	October 25, 2023	Download

['Vor v1.5.1 provides fixes for NDI® & sACN Input.']

🔧 Fixed

- #820 sACN received from sources with truncated slots (< 512) is ignored
- #822 sACN sources with malformed source names are ignored
- #816 NDI audio is out of sync with video when received from the same source

Known Issues Remaining

- #746 Cue Light Widget: Lag When Editing With Lots of Cue Lights
- #776 Green SMPTE Speaker "Tracks" When Selecting Other Audio Source

Compatibility

Vor v1.5.1 may be installed on the following operating systems:

- macOS 13 Ventura
- macOS 12 Monterey

All Vor Software Versions

Vor v1.5.0

Version	Date	Download
Vor v1.5.0	September 18, 2023	Download

Welcome to Vor 1.5, bringing you the game changing features you've been asking for. We've started by adding native NDI® input, allowing you to connect to world-class broadcast and production cameras and audio devices over IP. NDI® brings easy-to-setup, low-latency and high-performance connectivity to Vor, without the need for additional cables.

We've also introduced a new Cue Lights Connection and Widget, allowing users to overlay the status of cue lights from sACN and OSC sources. The display and configuration of the cue light is fully customizable, allowing users to match their existing cue light panels in a familiar manner.

Want better access to automation data? v1.5 adds Connections for PRG's Stage Commander and ShowMotion's AC³ automation controllers. The connections are tailored for each system, showing off the power and specialities of each.

Looking to overlay the intensity of a followspot, or troubleshoot an issue with a fixture? With the new sACN Connection you can subscribe to any sACN universe and overlay 8, 16, or 24 bit values in a percentage format, or in their native format. Being able to keep everyone on the same page has never been easier.

As with any new release v1.5 fixes bugs, and makes improvements to Vor. With issues resolved, and new features added updating is a no-brainer. As always, the easiest way to update is by clicking `Check for Updates` in-app or by following the link here.

As always be sure to check out our full documentation, and our Discord server.

We look forward to seeing how you use Vor v1.5!

🚀 New

- Native NDI® Input
- Cue Lights connection & widget
- sACN Input connection & widget
- PRG Stage Commander connection
- ShowMotion AC³ connection

✨ Improved

- #741 Cue Light Widget: Adding a Group Should "+1" the Light Number
- #717 Cue Lights Should Use Unique Hostname/Port by Default
- #645 Replace Add Widget Button with Selector

🔧 Fixed

- #779 Hudson: Observed Cue State Changes Are Ignored
- #772 Delete Local License File On Errors
- #742 Cue Light Widget: Toggling Groups Toggles Both Groups & Slot Names
- #721 Resolve Memory Leak in Recording Model
- #720 Resolve Memory Leak in LTC (Audio Input)
- #707 Cue Lights Connections using sACN with a Non-Accessible Interface Are Stuck in Preparing
- #670 Update Hudson Motion Control Connection Logo
- #669 Assigning OSC Argument of 0 Causes Crash
- #659 Eos Cue Photos Require an Active Widget For Photos to be Taken
- #657 Eos Version Indicator Does Not Refresh
- #648 General Cleanup
- #638 Snapshot Location Should be Hidden in Free Version

Known Issues Remaining

- #746 Cue Light Widget: Lag When Editing With Lots of Cue Lights
- #776 Green SMPTE Speaker "Tracks" When Selecting Other Audio Source

Compatibility

Vor v1.5.0 may be installed on the following operating systems:

- macOS 13 Ventura
- macOS 12 Monterey

All Vor Software Versions

Vor v1.4.1

Version	Date	Download
Vor v1.4.1	June 12, 2023	Download

Vor v1.4.1 updates the Eos connection to ensure cue photos are not missed, and adds more logging for us to help troubleshoot Eos network connections. Vor v1.4.1 also updates some back-end components.

✨ Improved

- Vor now pings Eos and logs the round trip time the packet takes

🔧 Fixed

- Eos cue photos might be missed

Known Issues Remaining

- Some Intel powered computers can run out of memory when using blackmagic capture devices
    - **Workaround**: Disable blackmagic drivers in “About Vor”

Compatibility

Vor v1.4.1 may be installed on the following operating systems:

- macOS 13 Ventura
- macOS 12 Monterey

All Vor Software Versions

Vor v1.4.0

Version	Date	Download
Vor v1.4.0	March 8, 2023	Download

This release adds the OTP-4, PSN2, and Hudson Motion Control connections

> Setting files saved in v1.4 are not backwards compatible with versions prior to v1.4.
> It is now **required** to assign a widget a connection.

🚀 New

- Added the OTP-4, and PSN2 connections for passing information to the Automation Position widget
- Added the Hudson Motion Control connection for passing information to the Automation Cue widget
- Added [Automatic Updates](../settings/general/automatic-updates.md

✨ Improved

- Updates to the Connection user interface
- #594 Allow Port Reuse
- #578 Logging Expansion: Add Cue Photo Trigger Information
- #580 Network disconnected log message has isControls inverted
- #471 General code cleanup
- #531 Add ID to Toolbar Items
- #517 Update DeckLink
- #484 Widget custom editors should disable when the widget is disabled
- #476 Support adding widgets from connections

🔧 Fixed

- #486 Active Licenses Throw Errors
- #608 Timecode Widgets with ETC Response Connections Have Non-Functional Styles
- #591 Saving a settings file with a . in the name ignores all characters after the final .
- #592 Upgrading from 1.3 to 1.4 causes connections to fail to connect (but still display data
- #479 Widget custom bubbles do not redraw when switching style
- #513 Possible race condition

Known Issues Remaining

- Some Intel powered computers can run out of memory when using blackmagic capture devices
    - **Workaround**: Disable blackmagic drivers in “About Vor”

Compatibility

Vor v1.4.0 may be installed on the following operating systems:

- macOS 13 Ventura
- macOS 12 Monterey

All Vor Software Versions

Vor v1.3.0

Version	Date	Download
Vor v1.3.0	January 16, 2023	Download

This release adds the LTC (Audio Input) connection to Vor, and support for macOS 13 Ventura

🚀 New

- Added LTC (Audio Input) connection, for displaying timecode information transmitted via audio signal
- Added support for macOS 13 Ventura
- Changes to Eos device discovery
- Static Image widgets now display the image title
- Improved remaining storage calculations
- Improved bitrate and framerate detection

✨ Improved

- #567 Disable All Licensing Checks While Recording
- #534 Cue snapshot archive loads the snapshot archive after a restart
- #474 Actions which open the preferences/settings window no longer work in Ventura
- #493 Starting a Recording With More Than 8 Channels Causes a Crash
- #472 Eos widget text does not update when the connection status changes
- #470 Widgets Do Not Update Position (Ventura)
- #442 Menu Bar Repaints Improperly when Toggling Connection Status (Ventura)
- #464 Timecode Widget Should Default to ETC Response (Default)
- #380 Adjust bit rate and storage calculations dependent on frame rate
- #412 Use Image File Name for Static Image Widget Title
- #400 Warn when 'stop recording when storage is low' is disabled

Known Issues Remaining

- Some Intel powered computers can run out of memory when using blackmagic capture devices
    - **Workaround**: Disable blackmagic drivers in “About Vor”

Compatibility

Vor v1.3.0 may be installed on the following operating systems:

- macOS 13 Ventura
- macOS 12 Monterey

All Vor Software Versions

Vor v1.2.0

Version	Date	Download
Vor v1.2.0	July 25, 2022	Download

Added STS connection, for receiving cue information from Silicon Theatre Scenery automation systems

- ETC Eos cue photo mode, for taking snapshots when an Eos cue has been triggered, completed, or stomped on a list-by-list basis
- Additional codec options, including HEVC

✨ Improved

- #359 Add Eos Cue Note as an Eos Style
- #368 Remove invalid characters from file names
- #384 Storage calculation and quality improvements
- #388 Improve license check logic
- #394 Update macOS Acknowledgments & Terms of Use (EULA) Links

Known Issues Remaining

- Some Intel powered computers can run out of memory when using blackmagic capture devices
    - **Workaround**: Disable blackmagic drivers in “About Vor”

Compatibility

Vor v1.2.0 may be installed on the following operating systems:

- macOS 12 Monterey
- macOS 11 Big Sur

All Vor Software Versions

Vor v1.1.0

Version	Date	Download
Vor v1.1.0	May 19, 2022	Download

This is the initial release of Vor for macOS

✨ Improved

- Improved things

🔧 Fixed

- #386 Remove invalid characters from file names
- #336 Don't change to another device if the preferred one goes away
- #361 Eos discovery changes

Compatibility

Vor v1.1.0 may be installed on the following operating systems:

- macOS 12 Monterey
- macOS 11 Big Sur

Troubleshooting

Connection Not Assigned

Every Widget must be linked to a Connection. This text is displayed when a Widget is visible but doesn't have a Connection assigned to it. To fix it, assign a Connection to the Widget.

Troubleshooting

Local Network Access

Local Network Access is a macOS privacy permission that controls whether an app can find and talk to other devices on the same Wi-Fi or wired network. Vor needs this permission to reach the lighting consoles, sound playback systems, and other equipment it connects to.

Why Vor Needs It

Almost every Connection Vor offers communicates over the local network. Without Local Network Access, Vor can't:

- Discover Eos consoles, or QLab workspaces
- Send or receive sACN, OSC, PSN, MIDI over network
- Show live data in Widgets that depend on a network connection

The first time Vor tries to use the network, macOS shows a prompt asking you to allow Local Network Access. If you click **Don't Allow**, or dismiss the prompt, Vor will appear to run normally but Connections that rely on the network will stay red or show errors.

Symptoms

If Local Network Access is off, you may see:

- Connections stuck in `Disconnected` even though the device is online and the IP address is correct
- The discovery list under **Settings** > **Connections** > magnifying glass icon staying empty even when devices are present on the network
- Eos, QLab, or grandMA consoles that respond on other apps but not in Vor

Turn on Local Network Access

In macOS 15 Sequoia or later:

1. Choose **Apple menu** > **System Settings**.
2. In the sidebar, choose **Privacy & Security**.
3. Choose **Local Network**.
4. Turn on the switch next to **Vor**.
5. Quit and reopen Vor so it picks up the new permission.

If Vor isn't listed under Local Network, open Vor and add a Connection that uses the network. macOS adds Vor to the list the first time it requests access.

Related

- Connections
- Widgets
- Connection Not Assigned

Troubleshooting

No Frames Received

The "No frames received" error appears when the video capture device is not passing frames of video to Vor. This error indicates that while Vor recognizes the capture device, no video data is being transmitted from the source.

Steps to Resolve

Step 1: Verify Video Source

- Confirm the video source is powered on and active
- Check that the video source is outputting a signal to the capture device
- Verify cables are properly connected and functional

Step 2: Check Capture Device Status

- Ensure the capture device is properly connected to the computer
- Verify the capture device appears in System Information (in macOS, choose **Apple menu** > **About This Mac** > **System Report**, then **USB** or **Thunderbolt**)
- Check that the capture device drivers are installed and up to date
- Confirm the capture device is not being used by another application

Step 3: Validate Signal Format

- Verify the video signal format matches what the capture device supports
- Check resolution and frame rate
- Ensure the signal is not in Progressive Segmented Frame (PsF) format
- Confirm the pixel format is supported (420v, 420f, 2vuy, v210, or dmb1)

Resolution Methods

Method 1: Configure Current Capture Device

If the preferred capture device must be used:

1. **Check device connections**: Ensure all video cables are securely connected
2. **Restart the video source**: Power cycle the device sending video to the capture device
3. **Adjust signal format**: Change the video source output format to match capture device specifications
4. **Update device drivers**: Download and install the latest drivers for the capture device
5. **Reset capture device**: Unplug and reconnect the capture device to refresh its connection

Method 2: Change Video Capture Device

The quickest resolution is often to select a different video capture device:

1. Choose **Settings** > **Recording** > **Capture**
2. In the Video section, select a different device from the pop-up menu
3. Choose a device that is known to be receiving video signal
4. Test the new selection in the Video Preview

Method 3: Device-Specific Solutions

Blackmagic Devices

- Ensure drivers are properly installed
- Check that the input signal format matches the device's expected format
- Verify the device appears in Blackmagic Media Express
- If the device is not visible at all, see Blackmagic Device Not Visible

USB Capture Devices

- Try different USB ports
- Avoid USB hubs when possible. Try connecting directly to the computer.
- Check USB cable quality and try a different cable if available
- Ensure adequate power supply for bus-powered devices

Network-Based Sources

- Verify network connectivity between source and capture system
- Check that firewall settings allow the video streaming protocol
- Confirm IP addresses and port configurations are correct

Related

- Capture Settings
- Video Preview
- Blackmagic Device Not Visible

Troubleshooting

Blackmagic Device Not Visible

If your Blackmagic capture card is plugged in, powered, and visible in System Information but not visible to Vor or Blackmagic Media Express, follow the steps below:

- Unplug your Blackmagic Device.
- Open Finder.
- In the menu bar, choose **Go** > **Go to Folder**.
- Type in `/Library/Application Support/Blackmagic Design/Blackmagic DeckLink`.
- Double-click `DesktopVideoHelper`.
- Close the window that appears.
- Plug in your Blackmagic Device.

Troubleshooting

Dante Virtual Soundcard

Using Dante Virtual Soundcard with more than two channels of audio? You will need to pick **Linear PCM** as the audio codec.

Problem

When using Dante Virtual Soundcard to record more than two channels of audio, Vor is unable to finalize the recording.

Solution

Change Vor's audio codec to **Linear PCM** to properly support multi-channel audio from Dante Virtual Soundcard.

How to Change the Audio Codec

1. In Vor, go to the menu bar and click `Vor` then `Settings`
2. Choose the `Recording` section
3. Under `Audio Codec`, choose `Linear PCM` from the pop-up menu

Troubleshooting

Exporting Logs

1. Click **Support** in the menu bar
2. Click **Export Logs**
3. Save the `.VorLog` file to your desktop

Submitting Logs

- Either email the logs to support@borealis.llc
- Add them at the Dropbox link

Troubleshooting

Exporting System Profile

1. Choose the **Apple menu** in the upper-left corner of the screen.
2. Hold `Option`.
3. Choose **System Information…**
4. When System Information opens, choose **File** > **Save**.

Submitting System Profile

- Either email the file to support@borealis.llc.
- Add it at the Dropbox link.

Even More Information > Apple

MacBook Neo

The MacBook Neo runs Vor, with some hardware caveats worth knowing before you choose it as your show machine.

> The MacBook Neo's USB-C ports are **not** Thunderbolt. Thunderbolt accessories will not work, including the Blackmagic UltraStudio Recorder 3G. Use a USB-C or USB-A capture device instead.

Use a dedicated machine

We strongly recommend reserving the MacBook Neo for Vor alone. Don't install other apps, AI agents, or background utilities on it, and don't use it as your everyday laptop. A clean system gives you the most predictable recording behavior, especially for long shows.

USB-C ports

The two USB-C ports run at different speeds:

- The port closest to the display is USB 3, with a 10 Gb/s data rate.
- The port farthest from the display is USB 2, with a 480 Mb/s data rate.

For best capture device performance, use the port closer to the display.

See Also

- Minimum Requirements
- Recommended Hardware

Even More Information > Bitfocus

Companion

This page coming soon.

Even More Information > Blackmagic Design

Installing Blackmagic Drivers

> Installing Blackmagic drivers **requires** a restart of the computer and the administrator password.

> Blackmagic recommends running the uninstaller before the installer if you already have a version of Blackmagic Desktop Video installed.

1. Go to the Blackmagic support page.
2. Under **Select a Product Family**, choose **Capture and Playback**.
3. On the left, find the **Latest Downloads** column.
4. Find the desired version of **Desktop Video**, then select **macOS**.
5. When prompted to register, click **Download Only** in the bottom left corner to skip.
6. Once the download is complete, open it from the **Downloads** folder to unzip it.
7. This creates a file called `Blackmagic_Desktop_Video_xx.x.dmg`. Double click this file.
8. A window opens that includes the installer. Double click the green icon titled `Install Desktop Video xx.x`.
9. Follow the prompts to complete the installation.
10. Enter the **administrator username** and **password** when prompted.
11. Restart your computer when prompted.
12. While the computer is restarting, plug your device in.
13. Perform a firmware update for your device if necessary.
14. Open System Settings and search for **Login Items**.
15. Ensure the `Blackmagic Design Desktop Video` switch is turned on.
16. Click the `i` in the **Camera Extensions** row.
17. Ensure the `Blackmagic Desktop Video Driver Extension` switch is turned on.
18. Click **Done**.
19. Click the `i` in the **Driver Extensions** row.
20. Ensure the `Blackmagic Desktop Video Driver Extension` switch is turned on.
21. Click **Done**.

For more information, reach out to Support or Blackmagic Support.

Even More Information > Custom OSC Examples

Hog 4 Cue Number

Hog 4 outputs playback information via OSC. The output from Hog 4 is in the format:

```
/hog/playback/go/0/[CueList].[Cue]
```

Example output is:

```
/hog/playback/go/0/1.1.200000
```

There are no arguments sent with the address.

In Hog 4

- Choose Console Settings > Open Sound Control
- Change the `Output IP Address` to the IP Address of your Vor device
- Enable `OSC Out`
- Note the `Output Port`, and the `Protocol`

In Vor

- Open **Settings** > **Connections**
- Select the **Custom OSC** Connection, or create a new one if necessary
- Name this connection **Hog 4**
- Change the **Method** to match the `Protocol` from **Console Settings**
- Replace the number in the Port field with the number from the `Output Port` from **Console Settings**
- Change **Address 1** to read `/hog/playback/go/0/`
- Choose Widgets, and click **Add Widget**
- Enable this widget, and change the type to **Custom OSC**
- Change the Custom Label to read `Hog 4 Cue: %1@1`
- Vor will now overlay the cue numbers from Hog 4

Even More Information > Custom OSC Examples

Overlaying the ETC Eos Command Line

Eos outputs every user's command line via OSC. The output from Eos is:

```
/eos/out/user/<user_number>/cmd
```

There is a single argument sent with this message, which is the full command line for that user.

In Eos

The Vor Eos Connection doesn't contain every field Eos can output. For fields that aren't included, you can use a Custom OSC Connection to overlay the information.

- Choose **System** > **Show Control** > **OSC**
- Input the IP address of the Vor machine in the `OSC UDP TX IP Address` field
- Note the `OSC UDP TX Port`. If there's no port set, you can use `8001`
- Note the user number currently in use
- Ensure `OSC TX` is enabled

In Vor

- Choose **Settings** > **Connections**
- Click the `+` button to create a new `Custom OSC Connection`
- Name this connection `Eos OSC`
- Ensure the method is set to `UDP`
- Replace the number in the `Port` field with the number from the `OSC UDP TX Port` in Eos
- Change `Address 1` to read `/eos/out/user/<user_number>/cmd`
  - Replace `<user_number>` with the user number currently being used in Eos
  - A full example would be `/eos/out/user/42/cmd`
- Choose **Widgets**, and click **+** to add a new Custom OSC Widget
- Click `Unassigned` in the `Connection` field, and select the `Eos OSC Connection`
- Replace `Example Text` with `Eos User:`
  - The Custom Label should now read `Eos User: %1:1`
- Vor will now overlay the command line from Eos User 42

Even More Information > Custom OSC Examples

Overlaying XYZ Focus from the ETC Eos

Eos outputs the currently selected channel's XYZ focus via OSC. The output from Eos is:

```
/eos/out/xyz
```

There are three arguments sent with this message:

- `X Focus` (float)
- `Y Focus` (float)
- `Z Focus` (float)

All values are output in meters, regardless of the Eos System Setting.

> This OSC output uses the primary console's user number

In Vor

- Choose **Settings** > **Connections**
- Select the Custom OSC Connection created in Overlaying the Eos Command Line
- Change `Address 2` to read `/eos/out/xyz`
- Choose **Widgets**, and click **+** to add a new Custom OSC Widget
- Click `Unassigned` in the `Connection` field, and select the `Eos OSC Connection`
- Replace `Example Text` with `XYZ:`
  - The Custom Label should now read `XYZ: %2:1, %2:2, %2:3`
- Vor will now overlay the XYZ focus values from Eos
- The substitutions break down as follows:
  - `%2` selects `Address 2`
  - `:1` selects the first argument, and `:2` the second argument
- Vor will now overlay the XYZ values of the currently selected Eos fixture

Even More Information > ETC > Eos

Magic Sheet Assets

How to use these assets:

1. Download the .esf file

In Eos:

1. Merge the assets (Magic Sheet 1, Macros 1-22) in to Eos
2. Assign the `sACN Input` objects to the universe used for sACN Status
3. Select the two **Record Toggle** objects then `Align Center` and `Align Mirror` them
4. Select the two **Snapshots** objects then `Align Center` and `Align Mirror` them

> Only Eos devices with the **Primary** role will output `Send_String` commands. Vor and Vor Mobile must be connected to the Eos Primary to receive these messages.

Eos Magic Sheet with OSC Commands

> Vor Sample Magic Sheets and Macros v3.0.esf3d

Assets: Magic Sheet 1, Macros 1-22

Eos Magic Sheet Icons

Even More Information > ETC > Eos

Single Page Checklist

> This guide assumes Eos version 3.3

Network

- [ ] Vor and Eos are on the same network, and able to ping one another

Eos Software

System > Mobile Apps

- [ ] Enable `Allow App Connections`
- [ ] Enable `Visible to Mobile Apps`

System > Show Control > OSC

- [ ] Enable `OSC Tx`
- [ ] Enable `OSC Rx`

Device > Network

- [ ] Enable `Mobile Apps`
- [ ] Enable `OSC TCP`
- [ ] Enable `Third Party OSC`

Even More Information > ETC > Eos

Exporting Eos Console Logs

You may need to export logs from ETC Eos consoles to help identify, recreate, and resolve Vor issues.

Logging What Eos Sends to Vor

Eos has a built-in diagnostics tab, showing what's happening in real time. Vor communicates with Eos using OSC, and these messages aren't logged by default. To capture them, enable an additional level of logging.

1. Hold the `Tab` key, type in `99` then release the `Tab` key
2. Switch from the `Basic` view to the `Advanced` view
3. On the right hand side of the tab, ensure `Outgoing OSC` is set to `On` (the button should read `Outgoing OSC (On)`)
4. Without closing the diagnostics tab, run the sequence with the issue

Adding Flags in Eos Logs

If you notice an issue with Vor, pushing **Displays** and **Record** at the same time will insert a flag in the Eos logs to help us point in the right direction.

Exporting Eos Logs

1. Open the browser by tapping the `Displays` hardkey
2. Choose `Logs`
3. Insert a USB drive
4. Double click the name of the drive under `Logs`
5. The console will export the logs (this may take a moment)

ETC Response Gateway (Multicast)

> This will not impact the communication between the gateway and an ETC Eos console.

Required Items

- ETC Response Gateway (MIDI or SMPTE)
- A device running ETC's Concert software

This assumes the IP address is already configured for all devices.

In Concert

1. Click **Begin Work**
2. Right click in the bottom left hand box (Discovered Devices) and click **Add All Devices**
3. Click the **Spreadsheet** tab
4. Click the Response MIDI or SMPTE Gateway
5. SMPTE
    1. Under the property editor, open **UDP SMPTE**
    2. Change the **Destination IP Address** to a multicast address (224.0.0.1 is one example)
6. MIDI
    1. Under the property editor, open **UDP MIDI**
    2. Open **MIDI In**
    3. Change the **Destination IP Address** to a multicast address (224.0.0.1 is one example)
7. Change the **Destination UDP Port** to 5004
8. Change the **UDP Terminator** to CR
9. Click **Send Device Configuration** in the top menu bar (red arrow, not red arrow with globe)

In Vor

1. Open **Settings**
2. Click **Connections**
3. Click **ETC Response (Default)**
4. Change the format to either MIDI or SMPTE, depending on the gateway in use
5. Change the **Terminator** to **Carriage Return (CR)**
6. Change the **Port** to **5004**
7. Tick the box next to **Multicast**, ensuring the multicast address matches the multicast address configured in the gateway
8. Place a Widget as you normally would
9. When timecode runs, you should now be able to see it on both the gateway's screen, and in Vor

Even More Information > ETC > Response Gateway

ETC Response Gateway (Unicast)

> This will not impact the communication between the gateway and an ETC Eos console.

Required Items

- ETC Response Gateway (MIDI or SMPTE)
- A device running ETC's Concert software

This assumes the IP address is already configured for all devices.

In Concert

1. Click **Begin Work**
2. Right click in the bottom left hand box (Discovered Devices) and click **Add All Devices**
3. Click the **Spreadsheet** tab
4. Click the Response MIDI or SMPTE Gateway
5. SMPTE
    1. Under the property editor, open **UDP SMPTE**
    2. Change the **Destination IP Address** to the IP address of your Vor device
6. MIDI
    1. Under the property editor, open **UDP MIDI**
    2. Open **MIDI In**
    3. Change the **Destination IP Address** to the IP address of your Vor device
7. Change the **Destination UDP Port** to 5004
8. Change the **UDP Terminator** to CR
9. Click **Send Device Configuration** in the top menu bar (red arrow, not red arrow with globe)

In Vor

1. Open **Settings**
2. Click **Connections**
3. Click **ETC Response (Default)**
4. Change the format to either MIDI or SMPTE, depending on the gateway in use
5. Change the **Terminator** to **Carriage Return (CR)**
6. Change the **Port** to **5004**
7. Place a Widget as you normally would
8. When timecode runs, you should now be able to see it on both the gateway's screen, and in Vor

Even More Information > ETC > Response Gateway

ETC Response Gateway (USB)

ETC Response Gateways connected to Vor or Vor Mobile via USB are serviced by the MIDI Connection.

Required Items

- ETC Response Gateway (MIDI or SMPTE)

In Vor

1. Open **Settings**
2. Click **Connections**
3. Click **+** to add a **MIDI Connection**
4. Change the device to the ETC Response Gateway
5. Change the format to **MIDI Timecode (MTC)**
6. Create a Widget as you normally would, and link it to the MIDI Timecode Connection
7. When timecode runs, you should now be able to see it on both the gateway's screen, and in Vor

Even More Information > FFmpeg Quick Actions

Installing FFmpeg

- Open Terminal
- Install Homebrew by copying and pasting the command below into terminal, then hitting enter

```
/bin/bash -c "$(curl -fsSL
https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
```

- The script explains what it will do and then pauses before it does it. Press `Return` again.
- Wait for Homebrew to finish installing.
- Install FFmpeg by copying and pasting the command below into Terminal, then pressing `Return`.

```
brew install ffmpeg
```

- Wait for FFmpeg to finish installing

Even More Information > FFmpeg Quick Actions

Creating a Quick Action to Combine Multiple Videos Together

This guide assumes FFmpeg is already installed. If you need to install FFmpeg, follow the guide on installing ffmpeg

- Download the zip file with the Automator Action.
- Check where FFmpeg was installed by copying and pasting the command below into terminal, then pressing `Return`

```
which ffmpeg
```

- Copy the output
- Right-click the workflow, and choose Open with Automator
- Replace "[FFMPEG PATH HERE]" with the output from "which ffmpeg". The line should look like

```
FFMPEG="/opt/homebrew/bin/ffmpeg"
```

- Save the workflow
- Double click the workflow to install it
- Select multiple movie files in Finder, then right-click, move the pointer to **Quick Actions**, then choose **Combine Videos**
- A finder window will open asking where you want to save the combined video
- Press "Save" and the script will run, combining the movie files

Even More Information > FFmpeg Quick Actions

Creating A Quick Action To Remove Additional Audio Tracks

This guide assumes FFmpeg is already installed. If you need to install FFmpeg, follow the guide on installing ffmpeg

- Download the zip file with the Automator Actions, and select which one you'd like to install.
- Check where FFmpeg was installed by copying and pasting the command below into terminal, then pressing `Return`

```
which ffmpeg
```

- Copy the output
- Right-click the workflow you'd like to install, and choose Open with Automator
- Replace "[FFMPEG PATH HERE]" with the output from "which ffmpeg". The line should look like

```
    /opt/local/bin/ffmpeg -i $1 -af channelmap=0 -b:a 128k -map 0:v -map 0:a -y $o
```

- Save the workflow
- Double click the workflow to install it
- Right-click a .mov, move the pointer to **Quick Actions**, then choose **Remove Additional Tracks (Track X Remain)**
- The file will be copied, and all tracks except the first one will be removed

Even More Information > Figure53 > QLab

QLab Quick Start Guide

> Vor requires a minimum version of QLab v5.3.0, but we strongly suggest using a minimum version of QLab v5.4.0 due to a QLab software defect which may cause QLab's user interface to hang

Connecting to QLab

Vor automatically discovers all QLab workspaces on the network.

To create a new QLab Connection from a discovered workspace, choose **Vor** > **Settings** in the menu bar, choose **Connections**, click the magnifying glass icon in the toolbar, choose **QLab**, then choose the discovered Device and Workspace you want to connect to.

To update a QLab Connection to use a discovered workspace, scroll to the bottom of the Connection. Discovered Workspaces are listed there. Click **Use Settings** to apply the settings from that discovered QLab workspace.

If a QLab workspace isn't discovered but should be, you can connect to it by manually entering the IP address and port of the workspace.

Once connected, the QLab Connection will display `Connected` `No errors`

> If Vor displays `Connected with Errors` , `View access required` and a yellow bar, Vor has been unable to sync with QLab because of QLab's OSC Access settings. To fix this, in QLab open the OSC Access tab and configure QLab so Vor has access without a password, or enter the password into the QLab Connection Passcode field.

Next, in Vor, click the **Layout** option. This is where you define what kind of information to overlay from which Connection. Remember, a Connection is a link to a device and provides information to Widgets.

To add a new Widget, click the **+** icon in the toolbar, then **QLab**, then **QLab Active Cues**. This creates an Active Cues Widget. Assign the QLab Connection you just created to the Widget.

Now click the rectangular target icon in the toolbar. This switches between Live Mode and Layout Mode. Layout Mode lets you adjust where Widgets are on the canvas by dragging.

Once you've placed the Active Cues Widget where you'd like, click the rectangular target icon in the toolbar again to go back into Live Mode.

In QLab, press Go on a cue and you should be seeing information overlaid on the video. Congratulations!

Before starting a recording you'll probably want to delete any unused Widgets. Be sure to check out the documentation for the other QLab Widgets Vor has and what kind of information they can show: QLab Active Cues, QLab Latest, QLab Latest Elapsed, and QLab Playhead.

Even More Information > grandMA

Configuring grandMA2

Overview

Vor can connect to the grandMA2 family of lighting consoles to overlay cue data via a MIDI connection. This connection can be either wired via a USB to MIDI Adapter, or over a network using UDP messages.

Setting Up MSC (USB to MIDI)

1. Press the `Setup` key and then the `Midi Show Control` button under the **Console** tab
2. Set the `MSC Out Device` to an appropriate value for your system
3. Set the `MSC Out Group` to an appropriate value for your system
4. Set the `MSC Out Mode` to `MIDI`
5. Set the `MSC Out Exec` to an appropriate value for your system
6. Set the `MSC Out Command` to an appropriate value for your system
7. Ensure the MIDI end of the USB to MIDI adapter is plugged into your grandMA2 console
8. Ensure the USB end of the USB to MIDI adapter is plugged into your device running Vor or Vor Mobile
9. When triggering a sequence, confirm that information is output via MIDI by using the `MSC Out Monitor`
10. Proceed to configure the Vor or Vor Mobile grandMA2 connection

Setting Up MSC (UDP)

1. Press the `Setup` key and then the `Midi Show Control` button under the **Console** tab
2. Set the `MSC Out Device` to an appropriate value for your system
3. Set the `MSC Out Group` to an appropriate value for your system
4. Set the `MSC Out Mode` to `Ethernet`
5. Set the `MSC Out Command` to an appropriate value for your system
6. Ensure the device running Vor or Vor Mobile can ping the grandMA2 console
7. When triggering a sequence, confirm that information is output via MIDI by using the `MSC Out Monitor`
8. Proceed to configure the Vor or Vor Mobile grandMA2 connection

> Setting MSC Out Exec to `Default Only` will cause the grandMA2 to only send information from the `Default` executor

> grandMA2 MIDI Show Control data is broadcast to the network. To ensure that the grandMA2 and Vor device can communicate properly check that the Subnet Mask on the Vor device matches the Subnet Mask on the grandMA2.

Even More Information > grandMA

grandMA3 Macros

> These macros are provided as examples, and may not function in your situation

How to use these assets:

1. Download the .zip file
2. Copy the macros to the appropriate datapool folder
3. In MA3, press `Menu`
4. Tap `Show Creator` and then tap `Import`. The `Import` menu should open.
5. Tap `Macros` in the `Data Pools` column
6. Select the macros in the list on the left
7. Tap `Import` at the bottom of the window

> These macros all reference MA3 OSC ID #1. You may need to update them to work in your scenario.

Even More Information

Multitrack Audio Playback

Vor itself doesn't play back the video it creates, this is so any member of the team can view the file without downloading additional software. We've found it useful to record multiple tracks of audio and route them to different devices, allowing video playback to control your system regardless of your video player. This guide shows you how to route two audio tracks to a MacBook Pro's internal speakers and one audio track to the 3.5mm headphone jack. You can use an XLR-to-3.5mm adapter to plug into an ETC Response SMPTE Gateway, so your video can play back a SMPTE track without you hearing it.

Required Items

- Computer running macOS
- QuickTime Player
- Loopback: Cable-Free Audio Routing
- BlackHole: Route Audio Between Apps

This guide assumes that Loopback and BlackHole are installed and functional, and that something is plugged into the 3.5mm headphone jack.

In macOS

1. Open System Settings.
2. Click Sound.
3. Click Output.
4. Select BlackHole 16 ch as the output device.

In Loopback

1. Click "New Virtual Device"
2. Label the device "Vor Output"
3. Delete the "Pass-Through" device
4. Add a new source: "BlackHole 16ch"
5. Add a new pair of output channels
6. Add a new monitor: "External Headphones"
7. Click the patch lines from Channels 1 and 2 and delete them
8. Click the patch point from "BlackHole 16ch Output 3", and drag to "Output Channel 3"
9. Click the patch point from "Output Channel 3", and drag to "External Headphones Channel 1"
10. Click the patch point from "Output Channel 3", and drag to "External Headphones Channel 2"
11. Add a new monitor: "MacBook Pro Speakers"

When playing back videos audio channels 1 and 2 are routed to the MacBook Pro Speakers, and audio channel 3 is routed to the 3.5mm output.

Having problems? Your patch should look like this

Even More Information

OSC In A Nutshell

OSC messages are composed of two components:

1. The Address
2. The Arguments

Typically, the Address defines where something is being sent (the mailing address), and the Arguments define information (the contents of the letter).

An OSC message looks like:

```
/body/arm/left/hand/position, -3.141, 42.000, -1.500
```

In this case, the Address is:

```
/body/arm/left/hand/position
```

And the Address is composed of five parts:

1. `body`
2. `arm`
3. `left`
4. `hand`
5. `position`

The Arguments are:

```
-3.141, 42.000, -1.500
```

In this case, there are three arguments, showing the X, Y, and Z position of the left hand.

The first argument is `-3.141`, the second argument is `42.000`, and the third argument is `-1.500`.

In Vor, `%` is used to select the `OSC Address` from the `OSC Connection`. For example, `%1` selects the first OSC Address in the list, `%2` selects the second OSC Address, and so on.

To access OSC Arguments the operator `:` is used. So to access the first Argument one would write `:1`. To access the second Argument one would write `:2`, and so on.

And finally, to access parts of the OSC Address, the operator `@` is used. So to access the first part of the OSC Address *after* the defined OSC Address in the `OSC Connection` one would write `@1`.