Vor Mobile Offline Documentation

Version 1.9.0

Generated on 6/28/2026

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What is Vor Mobile?

Vor Mobile for iOS and iPadOS 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 Mobile there are three key concepts:

1. **Connections**: links to devices (Eos, grandMA3, QLab, Custom OSC, and more) that supply data to Vor Mobile
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 Mobile or via OSC

See Vor Mobile 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
- **Something not working?** Check Exporting Logs and Contacting Support

Download

Vor Mobile is available on the App Store for iPhone and iPad.

Requires **iOS/iPadOS 26.4 or later**.

Which Vor Mobile?

Vor Mobile 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.

For how to purchase, restore, or manage a subscription, see Subscription Management.

Vor Mobile Comparison

	Free	Personal	Production
Weekly Cost	-	-	$6.99
Monthly Cost	-	$4.99	$9.99
Yearly Cost	-	$49.99	$99.99
Features			
Record Videos	✅	✅	✅
No Vor Watermark	❌	✅	✅
Video Length	3 minutes	∞	∞
Snapshot (Stills)	❌	✅	✅
Custom Overlay Position	❌	✅	✅
Additional Codec Options	❌	❌	✅
Eos (Cue Photos)	❌	❌	✅
Connections			
Number of Connections	1	1 per type	1 per type
Eos	✅	✅	✅
grandMA2	❌	✅	✅
sACN	❌	❌	✅

	Free	Personal	Production
QLab 5	❌	✅	✅
Absolute Motion Control	❌	❌	✅
Hudson Motion Control	❌	❌	✅
PRG Stage Commander	❌	❌	✅
ShowMotion AC³	❌	❌	✅
STS	❌	❌	✅
disguise	✅	✅	✅
OTP-4	❌	❌	✅
PSN 2	❌	❌	✅
Custom OSC	✅	✅	✅
ETC Response	✅	✅	✅
MIDI	❌	✅	✅
Widgets			
Date & Time	✅	✅	✅
Show Info	❌	✅	✅
Static Text	❌	✅	✅
Static Image	❌	✅	✅
Remote Control			
Start/Stop via OSC	❌	❌	✅
Edit Show Info via OSC	❌	❌	✅
sACN Status	❌	❌	✅

Contacting Support

Support for Vor Mobile 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 Mobile
- Include information about your system

Vor Mobile Concepts

Vor Mobile is a live video recording system that overlays real time data onto video feeds. Understanding how its core components flow together is 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 Mobile).

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 exactly.

Basic Workflow

Setup

1. Grant permissions (Camera, Microphone, Local Network)
2. Create Connections
3. Build Widgets to display information from Connections

During Show

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

Settings > General

Show

Show information is defined in preferences, 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. Valid values are `1` to `100,000`. 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

Device

Name

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

Settings > General

sACN Status

Vor Mobile communicates status using streaming ACN (sACN).

> sACN Status requires a wired network connection

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

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 and add Connections:

1. Sort Connections in alphabetical order.
2. Sort Connections in reverse alphabetical order.
3. Add Discovered: pick from devices Vor Mobile has automatically discovered on the network (currently Eos and QLab).
4. Add: create a new Connection of any type.

These buttons are disabled while recording.

Reordering, deleting, and duplicating

- Touch and hold a Connection and drag it to reorder.
- **Swipe left** on a Connection to delete it.
- **Touch and hold** a Connection for additional options, including Delete All, Delete All Disabled, and 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 Mobile automatically discovers all Eos devices on the network. To create a new Eos Connection from a discovered device, open **Settings** > **Connections**, tap the magnifying glass icon in the toolbar, tap **Eos**, then tap 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. Tap **Use Settings** to apply the settings from that discovered Eos console.

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

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

> Vor Mobile 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 Mobile.

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 Mobile 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 Mobile 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 Mobile 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 Mobile.

> For more information about controlling Vor Mobile 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 Mobile 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 cue is taken a photo will be taken)

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 tapping **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 Mobile 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 Mobile 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 Mobile is connected to the MA console via the primary network interface.

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 Mobile 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 Mobile is connected to the MA2 Session Master.

Actions

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

> For more information on controlling Vor Mobile 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 Mobile 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 Mobile.

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

Related

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

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 Mobile automatically discovers all QLab workspaces on the network. To create a new QLab 5 Connection from a discovered workspace, open **Settings** > **Connections**, tap the magnifying glass icon in the toolbar, tap **QLab**, then tap the discovered Device and Workspace.

To update a QLab 5 Connection to use a discovered workspace, scroll to the bottom of the Connection. Discovered workspaces are listed there. Tap **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 Mobile 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 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 Mobile being unable to access QLab because Vor Mobile 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 tapping **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. Read-only.

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 Mobile 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 AC³ Cue Widget
- ShowMotion AC³ Elapsed Widget

Settings > Connections > Automation

STS

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

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

OSC Addresses

The OSC addresses to listen to. Vor Mobile 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. Touch and hold 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. Touch and hold 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.

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 Mobile.

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

OSC Addresses

The OSC addresses to listen to for incoming data.

Supported OSC Arguments

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

OSC Type Tag	Type of Corresponding Argument
i	Integer: two's complement int32
f	Float: IEEE float32
s	NULL-terminated ASCII string
b	Blob, (aka byte array) with size
T	True: No bytes are allocated in the argument data
F	False: No bytes are allocated in the argument data

OSC Type Tag	Type of Corresponding Argument
N	Null: (aka nil, None, etc). No bytes are allocated in the argument data
i	Impulse: (aka "bang"), used for event triggers. No bytes are allocated in the argument data
t	Timetag: an OSC timetag in NTP format, encoded in the data section

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 Mobile receives MIDI data. Options are:

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

Connection

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

Destination

Vor Mobile 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.

Connection

Destination

Actions

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

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. 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

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 Mobile), 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 and add Compositions:

1. Sort Compositions in alphabetical order.
2. Sort Compositions in reverse alphabetical order.
3. Add: create a new Composition.

These buttons are disabled while recording, and only appear on licenses that allow customizing the layout.

Reordering, deleting, and activating

- Touch and hold a Composition and drag it to reorder.
- **Swipe left** on a Composition to delete it.
- **Touch and hold** a Composition for additional options, including Delete All and Duplicate.
- Tap a Composition's row to open it; activate it from inside its detail view.

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

Tapping 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. `720p Portrait`
5. `1080p Portrait`
6. `4k Portrait`
7. `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

Tap this button to enable editing of the Composition. Tap **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 Mobile 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.

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

Toolbar

The Widgets toolbar lets you sort and add Widgets within the active Composition:

1. Sort Widgets in alphabetical order.
2. Sort Widgets in reverse alphabetical order.
3. Add Widget: create a new Widget.

Reordering and deleting

- Touch and hold a Widget and drag it to reorder.
- **Swipe left** on a Widget to delete it.
- **Touch and hold** a Widget for additional options, including 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 tap 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 Mobile 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 Mobile 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 Mobile 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 Mobile 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 Mobile 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 Mobile 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

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 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 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)

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 > 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 both 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 > 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

The ETC Response Timecode Widget is driven by the ETC Response 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 > 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.

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.

Size

The scaling used to display the image. Sizes are:

Size	Scale Factor
Original	1.0
Micro	0.2
Tiny	0.4
Small	0.8
Medium	1.0
Large	2.0
Extra Large	3.0

Settings > Widgets > General

Static Text

The Static Text Widget displays fixed text as an overlay.

Text

The text to display.

Settings > Recording

General

Always Prevent Sleep

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

While Recording

Dim Display

When enabled, this option dims the display when recording.

Resume After Interruption

When enabled, Vor Mobile will automatically resume recording after an interruption to the capture session. This can occur when the device temporarily loses access to the camera, such as during a phone call or system alert.

Stop When Storage Low

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

Stop When Battery Low

When enabled, this option will stop a recording when the device reports that the battery level is low and the device is not charging. A warning is shown if the battery is currently at a low level.

Settings > Recording

Capture

Camera

The camera to use for video capture. Available cameras depend on the device and may include:

- Built-in Wide Angle Camera
- Built-in Ultra Wide Camera
- Built-in Telephoto Camera
- Built-in Dual Camera
- Built-in Triple Camera

Resolution

The resolution of the video being captured. Options depend on what your device's camera supports and may include:

- `720p` (1280x720)
- `1080p` (1920x1080)
- `4K` (3840x2160)
- `720p Portrait` (720x1280)
- `1080p Portrait` (1080x1920)
- `4K Portrait` (2160x3840)

> Available resolutions depend on what your device's camera supports. Some devices don't support every resolution.

Zoom

The camera zoom level is adjusted using the on-screen zoom control. Tap a zoom preset to jump to that level. Touch and hold a preset to open the zoom dial, then drag right or left to fine-tune. Available zoom presets depend on the camera hardware.

Flashlight

When enabled, the device flashlight (torch) is activated to illuminate the scene. This option is only available on devices with a torch-capable camera.

Settings > Recording

Output

Quality

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

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

Bitrate varies by codec used.

File Name

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

Recording Location

The destination for recorded videos. Options are:

- **Photos**: saves to the device's Photos library (default).
- **Dropbox**: uploads to a configured Dropbox account. See Dropbox for setup.

Snapshot Location

The destination for snapshots. Same options as Recording Location.

Cue Photo Location

The destination for cue photos. Same options as Recording Location.

Dropbox

Selecting **Dropbox** for any of the Location settings reveals the Dropbox controls:

Account

Shows the linked Dropbox account email, or "Account Unlinked" if no account is connected.

Upload Directory

The folder in Dropbox where files are uploaded. Tap to open the Dropbox file browser, browse to the folder you want, and tap **Use This Folder**.

This control is disabled until a Dropbox account is linked.

Photos Export

When on, files are also saved to the Photos library in addition to being uploaded to Dropbox.

Authorize / Deauthorize

- **Authorize**: opens an in-app web sheet to sign in to Dropbox and grant Vor Mobile access.
- **Deauthorize**: unlinks the current account. Vor Mobile prompts to confirm.

> The maximum upload file size for Dropbox is 20 GB.

Upload status

Shows the state of in-progress and pending Dropbox uploads.

Active uploads

Each active upload shows the file name, progress, and a way to cancel. Swipe an upload to cancel it.

No active uploads

When there are no uploads in progress, this view shows a prompt explaining that failed uploads can be retried.

If Vor Mobile finds upload files left over from a previous session (for example, after Vor Mobile quits unexpectedly mid-upload), this view also shows the number and total size of those orphaned files, and a **Remove** button to delete them.

Storage

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

Settings

Actions

Actions is where you configure Actions. By default, information from Connections is passed to Actions, so an Action Source isn't needed unless you're controlling Vor Mobile from a device that isn't also used as a Connection.

Toolbar

The Actions toolbar lets you sort and add Action Sources:

1. Sort Action Sources in alphabetical order.
2. Sort Action Sources in reverse alphabetical order.
3. Add: create a new Action Source.

These buttons are disabled while recording.

Reordering and deleting

- Touch and hold an Action Source and drag it to reorder.
- **Swipe left** on an Action Source to delete it.
- **Touch and hold** an Action Source for additional options, including Duplicate.

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 Mobile 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 Mobile via a MIDI-based Connection or via a MIDI Source.

You can manually input a MIDI message to one of the commands, or tap **Capture** next to a command to have Vor Mobile listen to the next MIDI message and assign it to that command.

The configurable Vor Mobile Actions are:

- `Start Recording`
- `Stop Recording`
- `Toggle Recording`
- `Take Snapshot`
- `Show Number +`
- `Show Number -`
- `Show Number Reset`

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

Settings > Actions

Timecode Settings

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

> Timecode Actions observe timecode from Connections and Action Sources that support timecode. These include MIDI 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.

> Ranges that overlap or are fully contained within another range are automatically deduplicated.

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

Video Preview

Inspector

The Inspector is a panel that slides in from the right (iPad) or up from the bottom (iPhone) of the full screen . Tap the **Inspector** button on the Video Preview to show or hide it.

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

1. Adjustments
2. Widgets
3. Events

Adjustments

Camera and framing controls for the selected capture device:

- **Focus**: manual focus controls. Visible only on cameras that support manual focus.
- **Exposure**: exposure bias, plus shutter and ISO controls on cameras that support manual exposure.
- **White Balance**: temperature and tint controls. Visible only on cameras that support manual white balance.
- **Light**: a **Flash** switch. Visible only when your device has a flash.

For details, see Camera Controls.

Widgets

Quick Widget editing without leaving the Video Preview. 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 section is only active in Layout Mode.

Events

A live, scrollable log of recent events. Useful for diagnosing what's happening during a show.

Vor Mobile 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.

Tap a row to expand the full message. Touch and hold a row to copy the text 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	Recoverable 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 Mobile tags each event with one of:

- **System**: app level events (launch, quit, and license changes).
- **Connection**: Connection state changes.
- **Composition**: Composition activations and edits.
- **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 section 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.

Video Preview

Camera Controls

Vor Mobile gives you direct control over the camera's **focus**, **exposure**, and **white balance**. Adjust them from the **Adjustments** section of the Inspector, or use touch gestures directly on the to focus and expose on a specific point.

Availability of Controls

The controls available depend on the selected capture device:

- **Single-lens cameras** (such as Wide, Ultra Wide, or Telephoto) support full manual control of focus and exposure.
- **Multi-lens cameras** (such as Triple Back) switch between physical lenses automatically, so they can't hold a manual lens position or a custom exposure. The selected camera takes priority: controls that the camera can't use are hidden, so what you see in the Inspector always reflects what the camera can actually do.

Tap to Focus and Expose

Tap to Focus

Tap anywhere on the Video Preview to focus and expose on that point.

- On a **single-lens camera**, the camera focuses and meters once, then locks. An indicator appears at the point. If you've locked exposure in the Inspector, a tap adjusts focus only and leaves your exposure settings alone.
- On a **multi-lens camera**, the camera continuously tracks focus and exposure at that point. An indicator appears and stays on screen while the point is being tracked. Tap somewhere else to move the point.

Touch and Hold to Lock (AE/AF Lock)

Touch and hold the Video Preview to lock focus and exposure at that point. The indicator shows a lock icon.

While the lock is engaged, the **LOCK** buttons for Focus and Exposure in the Inspector show a lock symbol surrounded by a circle. This lets you tell a touch and hold lock apart from a lock you set manually in the Inspector.

The lock releases when you:

- Tap anywhere on the Video Preview.
- Tap **AUTO** on Focus or Exposure in the Inspector.
- Take direct control by dragging any manual slider (bias, shutter, ISO, or lens position).
- Switch to a different camera.

Inspector Controls

The **Adjustments** section of the Inspector has a group for each parameter: **Focus**, **Exposure**, and **White Balance**. Each section has the same layout: a mode row with **AUTO** and **LOCK** buttons, and a set of sliders below.

- **AUTO**: returns the parameter to continuous automatic control. The sliders disable, and any lock is released.
- **LOCK**: disables the controls at their current values so they can't be changed accidentally. Because you're committing to specific values, locking also disables auto. Tap again to unlock.

Focus

Visible only on cameras that support manual focus. When manual, the **Distance** slider sets focus from near to far.

> Focus sets the distance at which the image is sharp. Auto focus works well while the stage is lit, but it can hunt during blackouts, low light scenes, or when haze rolls through. If the camera stays in one place, set focus on the stage manually and it won't drift.

Exposure

The Exposure section is always available, but what's visible depends on the selected camera:

- **Bias** is the universal exposure control. It's available on every camera, in both auto and manual modes, and nudges the overall image brighter or darker.
- **Shutter** and **ISO** appear on cameras that support manual exposure.
- A **Speed** / **Angle** picker switches how the shutter value is displayed: as a speed fraction (such as 1/60) or as a shutter angle (such as 180°).
- **Max ISO** sets a ceiling on how high automatic exposure can push ISO. Drag the slider all the way to the right to remove the ceiling.

> Exposure is how bright the camera "sees" the scene. Auto exposure aims everything at a middle gray, brightening blackouts and dimming brighter cues. Lock exposure during a representative look and your recorded levels stay true to your cues.
>
> - **Bias** nudges the target brighter or darker.
> - **Shutter** is how long each frame gathers light. Faster shutters darken the image and can flicker under dimmed or LED fixtures; slower shutters brighten it and add motion blur. **Angle** expresses the same value the way film cameras do, relative to frame rate: 180° means the shutter is open for half of each frame.
> - **ISO** is the sensor's gain. Higher ISO brightens dark scenes but adds noise.
> - **Max ISO** keeps auto exposure from cranking the gain, and the grain.

Shutter and ISO Pinning

Pinning determines whether Shutter, ISO, or neither is held as a fixed value while the other auto-adjusts to maintain correct exposure. Tap the pin button next to a slider to pin it:

- Pin **Shutter** to hold a specific shutter speed: for example, to control motion blur, while ISO auto-adjusts up to the **Max ISO** limit.
- Pin **ISO** to hold a specific sensitivity: for example, to control noise, while Shutter auto-adjusts.
- Leave **neither pinned** to set both values yourself, with no auto-adjustment between them.

When you first enter manual exposure, Shutter is pinned.

> **Lock** and **Pin** do different things. The **LOCK** button disables the controls for an entire parameter group so values can't be changed accidentally, and because you're committing to specific values, locking also disables auto. **Pin** is specific to Shutter and ISO: it marks one value as the fixed anchor and lets the other auto-adjust. You can use both together.

> If you change the recording frame rate, the available shutter range changes with it, because the shutter can't stay open longer than one frame.

White Balance

Visible only on cameras that support manual white balance. When manual, two sliders are available:

- **Temp**: warm to cool.
- **Tint**: green to magenta.

> White balance tells the camera what to treat as white, measured in kelvins: roughly 3200K for warm tungsten, 5600K for daylight. Auto white balance tries to normalize whatever it sees.

More Information

OSC Commands

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

QLab 5 has built-in control of Vor Mobile. 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

More Information

Subscription Management

What Does a Subscription Include?

A Vor Mobile subscription unlocks the full feature set of Vor Mobile at either the Personal or Production tier. Subscriptions are managed entirely through the App Store.

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

Purchasing

Subscriptions can be purchased from within Vor Mobile.

Managing Your Subscription

Subscriptions are managed through the App Store. To view or modify your subscription:

1. Open the **Settings** app on your iPhone or iPad
2. Tap your name at the top
3. Tap **Subscriptions**
4. Tap **Vor Mobile**

From here you can change your plan, view renewal dates, or cancel.

Cancellation

You can cancel at any time through the App Store. Your subscription remains active until the end of the current billing period.

What Happens When a Subscription Expires?

If a subscription lapses, Vor Mobile reverts to the free tier. Features requiring a higher tier are unavailable until the subscription is renewed. Your existing recordings aren't affected.

Restoring Purchases

If you have previously purchased a subscription and it is not reflected in Vor Mobile, the App Store will automatically restore your purchase. Ensure you are signed in to the same Apple Account used for the original purchase.

All Vor Mobile Software Versions

All Vor Mobile Software Versions

Version	Date
v1.9.0	June 29, 2026.
v1.8.1	September 20, 2025
v1.8.0	May 27, 2025
v1.7.0	August 7, 2024
v1.6.3	April 13, 2024
v1.6.2	March 4, 2024
v1.6.1	February 26, 2024
v1.6.0	January 30, 2024
v1.5.1	October 25, 2023
v1.5.0	September 18, 2023
v1.4.2	July 12, 2023
v1.4.1	June 12, 2023
v1.4.0	March 8, 2023
v1.3.0	January 16, 2023
v1.2.1	August 21, 2022
v1.2.0	July 13, 2022
v1.1.0	May 20, 2022
v1.0.2	February 12, 2022
v1.0.1	February 2, 2022
v1.0.0	January 31, 2022

All Vor Mobile Software Versions

Vor Mobile v1.9.0

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

We're excited to introduce Vor Mobile v1.9.0: a major release that brings full support for iOS/iPadOS 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.

This is the biggest Vor Mobile release to date. The bulk of the work in v1.9.0 went into closing the gap between Vor Mobile and , and almost every display has been touched in the process. If you've been using Vor Mobile as a lightweight alternative to Vor, v1.9.0 is the version where it stands fully on its own. Be sure to check out the too.

With iOS/iPadOS 26, Vor Mobile has been refreshed to align with the new system design language. iOS/iPadOS 26 is fully supported.

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 once. We've also brought Stacking tools to the quick menu so re-ordering is quicker on the go. Need to push the type slightly larger than a preset allows? Vor Mobile now supports completely custom font sizes on every text Widget.

v1.9.0 introduces full Camera Controls for the first time. Tap anywhere on the Video Preview to focus and expose on that point. Touch and hold to set an Auto-Exposure and an Auto-Focus lock or open up the **Adjustments** section in the Inspector which now gives you direct manual control over **Focus**, **Exposure**, and **White Balance**.

For Shutter and ISO, pinning lets you hold one as the fixed anchor while the other adjusts automatically to maintain exposure, or leave neither pinned and control both values yourself directly.

For Actions, v1.9.0 introduces a brand new Timecode Action. Trigger Vor Mobile to start, or stop a recording when timecode is received. 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 inside Vor Mobile.

Setting Vor Mobile up on a network just got dramatically easier. Vor Mobile 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 Mobile. You're now able to subscribe directly to a Nexus multicast and display playback and IO information with three brand new Widgets:

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

Because Vor Mobile gets carried around, we've also made the app safer to leave running unattended. Vor Mobile will now gracefully stop recording when the device's battery falls to **10%**, so the output file is safe, rather than truncated if your iDevice shuts down.

Vor Mobile 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 now downloadable as a PDF.

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

- New Widgets default to the first relevant Connection, removing one of the small bits of friction in building a layout from scratch
- Composition sizing now displays the correct resolution
- Duplicating a Composition, Widget, Connection or Actions Source is now consistent across the app
- Copying a Widget into another Composition now correctly preserves all properties

v1.9.0 is a big step forward for Vor Mobile: a clearer picture of what your system is up to, a more refined experience, and powerful new tools for the people who push Vor Mobile the hardest. 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 Mobile v1.9.0!

🚀 New

- Expose iOS/iPadOS Camera Controls
- Events View
- Add Distribute Tools in Layout Mode
- Vor Mobile UI Rework
- Action Expansion: Timecode
- Provide Vor & Vor Mobile in English (en-GB)
- Allow Vor to be Discoverable via Bonjour

✨ Improved

- Allow Custom Font Sizes
- Creating a Widget Should Default it to the First Relevant Connection
- Stop recording when battery is low
- Improve Audio/Video Device Selection
- 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

🔧 Fixed

- Composition Sizing Displays Incorrect Resolution
- Changing Composition Resets Previous Elapsed to "No Previous Cue"
- Copying a Widget from a Composition to Another Composition Fails
- PRG Stage Commander Console Number is Listed Twice
- QLab Widgets Have Incorrectly Named Style
- MIDI Timecode Widget LTC (.frs) Style Displays as MTC
- grandMA2 Widget +/- Buttons Render Poorly

Known Issues Remaining

- QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass

Compatibility

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

- iOS/iPadOS 26.4

All Vor Mobile Software Versions

Vor Mobile v1.8.1

Version	Date
Vor Mobile v1.8.1	September 20, 2025

Vor Mobile v1.8.1 is a focused stability release that addresses reliability issues with the grandMA3 connection and adds compatibility with QLab v5.5. grandMA3 widgets now support Data Pool Variables, allowing you to overlay variable data from grandMA3 alongside existing cue and session data.

✨ Improved

- MA3 Connections Occasionally Don't Reconnect (#1254)
- Update GrandMA3 Connection to Explain Compatibility (#1309)
- Update grandMA3 Connection & Widgets to Include Data Pool Variable (#1310)
- grandMA3 Connection Should Default to Highest Version Number, Not Lowest (#1314)

🔧 Fixed

- MA3 Widget List Subtitle Doesn't Update When Changing Style (#1263)
- Update QLab OSC API for QLab v5.5 Compatibility (#1302)

Known Issues Remaining

- #1068 QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass

Compatibility

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

- iOS/iPadOS 18
- iOS/iPadOS 17

All Vor Mobile Software Versions

Vor Mobile v1.8.0

Version	Date
Vor Mobile v1.8.0	May 27, 2025

We’re excited to introduce Vor Mobile v1.8.0: a major release anchored by a completely reimagined layout engine that brings the customization power of Vor into the pocket of creators worldwide. 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 Mobile. 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 Mobile, and adding sleek new dark and tinted icons. We’ve also added support for iOS/iPadOS 18, 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 Mobile, 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

✨ Improved

- #1044 Simplify Permissions Requests
- #1159 Expand Emoji Alert to Include Other Errors
- #1202 Prioritize Common Resolutions Over Non-Standard Resolutions
- #1085 Add Dark & Tinted iOS/iPadOS Icons

🔧 Fixed

- #1091 Unable to Open Files or Photo Picker in Static Image Widget
- #1132 Update Privacy Settings for iOS/iPadOS 18
- #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

Known Issues Remaining

- #1068 QLab Cues Set To Infinite Loop Enabled Do Not Update After First Pass

Compatibility

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

- iOS/iPadOS 18
- iOS/iPadOS 17

All Vor Mobile Software Versions

Vor Mobile v1.7.0

Version	Date
Vor Mobile v1.7.0	August 7, 2024

We are excited to announce the release of Vor Mobile v1.7.0! This update represents a significant leap forward, introducing the first-ever native QLab 5 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 5 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 5 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 Mobile 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 Mobile v1.7.0.

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

🚀 New

- QLab 5 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

🔧 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
- #1002 Date & Time Can Be Reported in Improper Format Depending on Locale
- #1010 Connections Indicators Can Display Incorrect Status on License Change
- #1034 Changes to ShowMotion Widgets Result in Waiting Until Changes Received
- #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

Compatibility

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

- iOS/iPadOS 17
- iOS/iPadOS 16

All Vor Mobile Software Versions

Vor Mobile v1.6.3

Version	Date
Vor Mobile v1.6.3	April 13, 2024

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

- iOS/iPadOS 17
- iOS/iPadOS 16

All Vor Mobile Software Versions

Vor Mobile v1.6.2

Version	Date
Vor Mobile v1.6.2	March 4, 2024

Vor Mobile v1.6.2 provides widget fixes, and optimizations.

✨ Improved

- #936 Widgets Should Refresh Whenever They Are Enabled

🔧 Fixed

- #931 Widgets Redraw More Often Than Required

Compatibility

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

- iOS/iPadOS 17
- iOS/iPadOS 16

All Vor Mobile Software Versions

Vor Mobile v1.6.1

Version	Date
Vor Mobile v1.6.1	February 26, 2024

Vor Mobile v1.6.1 provides minor licensing updates

🔧 Fixed

- Minor Licensing Updates

Compatibility

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

- iOS/iPadOS 17
- iOS/iPadOS 16

All Vor Mobile Software Versions

Vor Mobile v1.6.0

Version	Date
Vor Mobile v1.6.0	January 30, 2024

Welcome to the latest update of Vor Mobile, 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.

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 devices 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.

Lastly,

we've ensured full compatibility with iOS/iPadOS 17, allowing Vor Mobile users to enjoy all the latest features of Vor Mobile 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 Mobile v1.6.

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

🚀 New

- 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 iOS/iPadOS 17

✨ Improved

- #740 Creating a New Connection Should Enable it by Default
- #764 Creating a New Widget Should Enable it By Default
- #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
- #857 Widget Rearchitecture
- #866 Add Units to OTP-4 Connection Preview
- 878 Add Custom Label to Eos Cue Widget

🔧 Fixed

- #861 Update Disguise Branding
- #871 It Should Not Be Possible to Edit the Overlay While Recording

Compatibility

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

- iOS/iPadOS 17
- iOS/iPadOS 16

All Vor Mobile Software Versions

Vor Mobile v1.5.1

Version	Date
Vor Mobile v1.5.1	October 25, 2023

Vor v1.5.1 provides fixes for sACN Input.

🔧 Fixed

- #820 sACN received from sources with truncated slots (< 512) is ignored
- #822 sACN sources with malformed source names are ignored

Compatibility

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

- iOS/iPadOS 16
- iOS/iPadOS 15

All Vor Mobile Software Versions

Vor Mobile v1.5.0

Version	Date
Vor Mobile v1.5.0	September 18, 2023

Welcome to Vor Mobile 1.5, continuing to bring the power of Vor to the palm of your hand in a mobile format. 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 Mobile. With issues resolved, and new features added updating is a no-brainer.

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

🚀 New

- sACN Input connection & widget
- PRG Stage Commander connection
- ShowMotion AC³ connection

🔧 Fixed

- #779 Hudson: Observed Cue State Changes Are Ignored
- #721 Resolve Memory Leak in Recording Model
- #710 Unable to Quit Vor After Enabling sACN Output
- #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

Compatibility

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

- iOS/iPadOS 16
- iOS/iPadOS 15

All Vor Mobile Software Versions

Vor Mobile v1.4.2

Version	Date
Vor Mobile v1.4.2	July 12, 2023

Vor Mobile v1.4.2 fixes licensing issues.

🔧 Fixed

- Licensing issues

Compatibility

Vor Mobile v1.4.2 may be installed on the following operating systems:

- iOS/iPadOS 16
- iOS/iPadOS 15

All Vor Mobile Software Versions

Vor Mobile v1.4.1

Version	Date
Vor Mobile v1.4.1	June 12, 2023

Vor Mobile 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 Mobile 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

Compatibility

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

- iOS/iPadOS 16
- iOS/iPadOS 15

All Vor Mobile Software Versions

Vor Mobile v1.4.0

Version	Date
Vor Mobile v1.4.0	March 8, 2023

🚀 New

- Adds Vor Mobile: Production tier. Stores all movie files in the iOS/iPadOS Files app, allowing for easier access to 'stuck' files

🔧 Fixed

- #597 Add Production Features to Mobile
- #626 Add OSC Control & Output Status to Vor Mobile: Production
- #604 Eos Cue Photo Mobile UI Issues
- #590 Store iOS recordings in user accessible documents
- #594 Allow Port Reuse
- #525 Update App Icon Size for iOS

Compatibility

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

- iOS/iPadOS 16
- iOS/iPadOS 15

All Vor Mobile Software Versions

Vor Mobile v1.3.0

Version	Date
Vor Mobile v1.3.0	January 16, 2023

🚀 New

- Adds an export option to export an individual invalid movie files to Files, and warns when 'stop recording when storage is low' is disabled

🔧 Fixed

- #539 Vor Mobile Picker Width and Spacing
- #537 Vor Mobile Does Not Rotate Screen When Started in Horizontal Mode
- #536 Log iOS Version
- #538 Vor Mobile Interface Text Alignment
- #453 Make advanced export more robust
- #458 Display additional zoom presets devices with 3x zoom
- #459 Vor Mobile does not select the best camera available
- #380 Adjust bit rate and storage calculations dependent on frame rate
- #437 Add method for exporting an individual invalid movie files to Files
- #436 Add support for scroll to dismiss keyboard in iOS 16
- #405 Update Netutils
- #400 Warn when 'stop recording when storage is low' is disabled
- #361 Eos discovery changes

Compatibility

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

- iOS/iPadOS 16
- iOS/iPadOS 15

All Vor Mobile Software Versions

Vor Mobile v1.2.1

Version	Date
Vor Mobile v1.2.1	August 21, 2022

🚀 New

- Adds an export option to export an individual invalid movie files to Files, and warns when 'Stop recording when storage is low' is disabled

All Vor Mobile Software Versions

Vor Mobile v1.2.0

Version	Date
Vor Mobile v1.2.0	July 13, 2022

🚀 New

- Adds the **Eos Notes** to Eos styles

All Vor Mobile Software Versions

Vor Mobile v1.1.0

Version	Date
Vor Mobile v1.1.0	May 20, 2022

🚀 New

- Adds the ability to customize widgets, movie quality settings, and custom widget styles

All Vor Mobile Software Versions

Vor Mobile v1.0.2

Version	Date
Vor Mobile v1.0.2	February 12, 2022

✨ Improved

- Fixes an issue where frames could be dropped from the recording, and improves accuracy of storage and recoding calculations

All Vor Mobile Software Versions

Vor Mobile v1.0.1

Version	Date
Vor Mobile v1.0.1	February 2, 2022

🔧 Fixed

- Fixes a possible crash on iOS 14 when opening Settings

All Vor Mobile Software Versions

Vor Mobile v1.0.0

Version	Date
Vor Mobile v1.0.0	January 31, 2022

This is the initial release of Vor Mobile

Troubleshooting

Local Network Access

Local Network Access is an iOS and iPadOS privacy permission that controls whether an app can find and talk to other devices on the same network. Vor Mobile needs this permission to reach the lighting consoles, sound systems, and other equipment it connects to.

Why Vor Mobile Needs It

Almost every Connection Vor Mobile offers communicates over the local network. Without Local Network Access, Vor Mobile 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 Mobile tries to use the network (typically when you create a Connection), iOS/iPadOS shows a prompt asking you to allow Local Network Access. If you tap **Don't Allow**, or dismiss the prompt, Vor Mobile 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 Mobile

Turn on Local Network Access

1. Open the iOS/iPadOS home screen
2. Open **Settings**.
3. Scroll down and tap **Apps**.
4. Scroll down and tap **Vor Mobile**.
5. Turn on the **Local Network** switch.
6. Return to Vor Mobile.

If the **Local Network** switch isn't shown under Vor Mobile's settings, open Vor Mobile and add a Connection that uses the network.

Related

- Connections
- Widgets
- Connection Not Assigned
- ETC Eos

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

ETC Eos

I can't connect to Eos

Vor Mobile uses the "Wi-Fi Remote" and "Third Party OSC" Eos ports. Make sure those are selected in the shell and OSC is enabled in the software.

Check out the guide to configuring ETC Eos for more details.

What's the yellow bar with my Eos Connection?

The yellow bar is letting you know that Vor Mobile can't create a connection to Eos for control. Head to **Settings** > **Connections**, select the Eos Connection, and change the Version to "1.0 (PLH)". Make sure Third Party OSC is enabled in your Eos shell.

Connected with Errors

Vor Mobile uses two TCP connections to communicate with Eos. If Vor Mobile displays "Connected with Errors" this means that Eos' "Allow App Connections" is disabled and needs to be enabled.

My Eos console isn't discovered

1. Make sure that Vor Mobile and Eos are on the same network
2. Make sure the device has a Router assigned in Settings > [Network Connection] > IPv4 > Router
3. Make sure Vor Mobile has access to the Local Network in **iOS Settings** > **Vor Mobile** > Local Network

Troubleshooting

Temporary Files

Video files that are unable to be exported are made accessible to the iOS/iPadOS Files app.

Instead of attempting to export stuck videos using Vor Mobile to the Photos app, you can manage these files using the Files app.

More information about the Files app is available on Apple's support page.

Troubleshooting

Exporting Logs

Exporting Logs

1. Tap the **Settings Gear**
2. Scroll to the **Support** section
3. Tap **Export**

Submitting Logs

- Either email the logs to support@borealis.llc
- Add them at the Dropbox upload page\

Even More Information > Bitfocus

Companion

This page coming soon.

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 Mobile

- Open **Settings** > **Connections**.
- Tap 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` in **Console Settings**.
- Change **Address 1** to read `/hog/playback/go/0/`.
- Tap **Widgets**, then tap **Add Widget**.
- Turn on this Widget, and change the type to **Custom OSC**.
- Change the Custom Label to read `Hog 4 Cue: %1@1`.
- Vor Mobile 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 Mobile

- Open **Settings** > **Connections**.
- Tap **+** 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`.
- Tap **Widgets**, then tap **+** to add a new Custom OSC Widget.
- Tap `Unassigned` in the `Connection` field, then tap the `Eos OSC Connection`.
- Replace `Example Text` with `Eos User:`.
  - The Custom Label should now read `Eos User: %1:1`.
- Vor Mobile 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 Mobile

- Open **Settings** > **Connections**.
- Tap the Custom OSC Connection created in Overlaying the ETC Eos Command Line.
- Change `Address 2` to read `/eos/out/xyz`.
- Tap **Widgets**, then tap **+** to add a new Custom OSC Widget.
- Tap `Unassigned` in the `Connection` field, then tap the `Eos OSC Connection`.
- Replace `Example Text` with `XYZ:`.
  - The Custom Label should now read `XYZ: %2:1, %2:2, %2:3`.
- The substitutions break down as follows:
  - `%2` selects `Address 2`.
  - `:1` selects the first argument, and `:2` the second argument.
- Vor Mobile 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 Mobile, pushing **Displays** and **Record** at the same time will insert a flag in the Eos logs, helping point us 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)

Even More Information > ETC > Response Gateway

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 Mobile

1. Open **Settings**.
2. Tap **Connections**.
3. Tap **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. Turn on **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 Mobile.

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 Mobile

1. Open **Settings**.
2. Tap **Connections**.
3. Tap **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 Mobile.

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 Mobile

1. Open **Settings**.
2. Tap **Connections**.
3. Tap **+** 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 Mobile.

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 Mobile 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 software defect which may cause QLab's user interface to hang while a remote device is accessing QLab information.

Connecting to QLab

Vor Mobile automatically discovers all QLab workspaces on the network.

To create a new QLab Connection from a discovered workspace, open **Settings**, tap **Connections**, tap the magnifying glass icon in the toolbar, tap **QLab**, then tap the discovered Device and Workspace you want to connect to.

To update an existing QLab Connection to use a discovered workspace, scroll to the bottom of the Connection. Discovered Workspaces are listed there. Tap **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 Mobile displays `Connected with Errors`, `View access required` and a yellow bar, Vor Mobile 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 Mobile has access without a password, or enter the password into the QLab Connection Passcode field.

Adding a Widget

In **Settings** > **Widgets**, tap **+**, then tap **QLab**, then tap **QLab Active Cues**. This creates an Active Cues Widget. Assign the QLab Connection you just created to the Widget.

Positioning the Widget

Open the full-screen by tapping the at the bottom of the screen.

Enter Layout Mode:

- On iPhone: tap the **Layout** tab in the tab bar.
- On iPad: tap the layout button on the Video Preview overlay.

In Layout Mode, drag the Active Cues Widget where you'd like it on the canvas. Exit Layout Mode the same way you entered it to return to Live Mode.

Test the overlay

In QLab, push Go on a cue and you should see 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 Mobile 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 and Vor Mobile 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 networked 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`.