Easy steps to automate a TriCaster based on audio level detection on TriCaster audio inputs.
First step - Select the audio input to monitor:

LiveMixer Remote automatically detects the TriCaster model and this panel allows selecting the inputs the user wants to monitor. Any available channel and input can be selected or unselected.

Second step – Write rules:

A rule is a combination of one or more audio inputs and minimum audio levels (in dB). LiveMixer Remote will monitor the audio level on each input selected in all the rules, in real time, and when all the conditions are met it will activate the associated macro-commands available in the TriCaster.

In the example above the rule applies only if:

- Input 1/Channel 1 exceeds 12dB and
- Input 1/Channel2 exceeds 4dB and
- All other inputs do not exceed 3dB

A rule can combine a single input and a minimum audio level, or several inputs with minimum audio levels and maximum audio levels.
Third step – Associate macro-commands:

Once a rule is edited, it is possible to assign one or several macro commands to it. Any macro command available in the TriCaster can be assigned to a rule just by typing the exact name of the macro, as it appears in the TriCaster menu.

It is also possible to create lists of macros inside LiveMixer Remote, with a delay between macros, and then assign one list to a rule.
Fourth step – Manage the rules:

LiveMixer Remote integrates some general management rules that control how rules will be executed. These management rules give the ability to produce smoother automatic productions. It is possible to add a delay between 2 rules to avoid overlapping actions, or to add a delay between the detection of the audio level and the execution of the associated macro-commands.

It is also possible to define default macro commands that will be triggered based on different delays that the user can set, for example: if no rules are achieved for a certain time, if a rule has been achieved for too long …

Last step – Activate the automation:

The LiveMixer Remote dBSwitch automation can be activated or deactivated by the operator.