

ScreenFreeze — User Guide

Fullscreen content on an extended display · version 0.17

EventApps

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1. What ScreenFreeze does

ScreenFreeze shows **fullscreen content** (images, videos, web pages, YouTube, cameras, network streams, NDI) on a **selected extended display surface** — typically a projector or LED wall connected as an extended monitor. You control it from a small **control window** on your (operator) monitor and with **global keyboard shortcuts**, so you can switch content even during a presentation without switching windows and without the presentation losing focus. In other words, during and after any shortcut action the presentation stays active and the presenter can keep controlling their slides. For simple switching you can also use the built-in Multiview, which switches the content in the top layer. That turns ScreenFreeze into a lightweight switcher

with content playout and a safety net against intended and unintended presentation crashes.

The key idea is **two independent content layers**:

- **Top layer (TOP)** — sits on top of everything and **covers even a running presentation** (PowerPoint, etc.).
- **Bottom layer (BOTTOM)** — sits **below applications** but above the desktop. When a presentation ends or crashes, whatever you have prepared in the bottom layer (or the last shown slide) appears — see the **Follow** feature.

Both layers can hold different content and work independently.

By default the application **does not require administrator rights** and works normally. Administrator rights (UAC) are requested only for these two things, and only once:

- **receiving OSC from another computer on the network** — to add a Windows Firewall rule (the *Open port in firewall* button in Settings),
- **installing the virtual display driver** (VDD).

Running the app itself, controlling it from the same computer (localhost) and changing the OSC port do not need admin rights.

System requirements: Windows 10/11 64-bit

Hardware requirements vary with the features you use. For basic use — images and Freeze — an old Core2Duo with 4 GB RAM and a spinning HDD is enough. For one or two heavier features — showing a web page, recording, streaming, Follow — a Core i5, 8 GB RAM and an SSD is the minimum. To use all features at once, the minimum is a Core i7, 16 GB RAM, an SSD with at least 500 MB/s write speed and a dedicated GPU with at least 4 GB RAM. We could list this top configuration as the required minimum, but if Freeze, images or local video files are all you need, almost any machine will do. How your machine copes is visible in the status bar, which shows how many percent of each resource (CPU, RAM, Disk) the application uses and how much is used in total. So if you see 5/100 % on CPU, the application uses 5 % while other background apps consume the rest; 100/100 % means the application uses all of the CPU. It is therefore recommended to test first how your machine copes, and only then add the presentation and/or the other applications you will run at the same time, because they contribute to the load too.

Installation and first run. The installer is digitally signed, so it passes the download check and Windows SmartScreen. The **NDI runtime** is part of the installation. To show web pages and YouTube you need the **WebView2** component (usually pre-installed on Windows 11, otherwise installed automatically). The YouTube download tool and **ffmpeg** (for streaming and recording) are downloaded automatically the first time you use the given feature.

2. Quick start (5 steps)

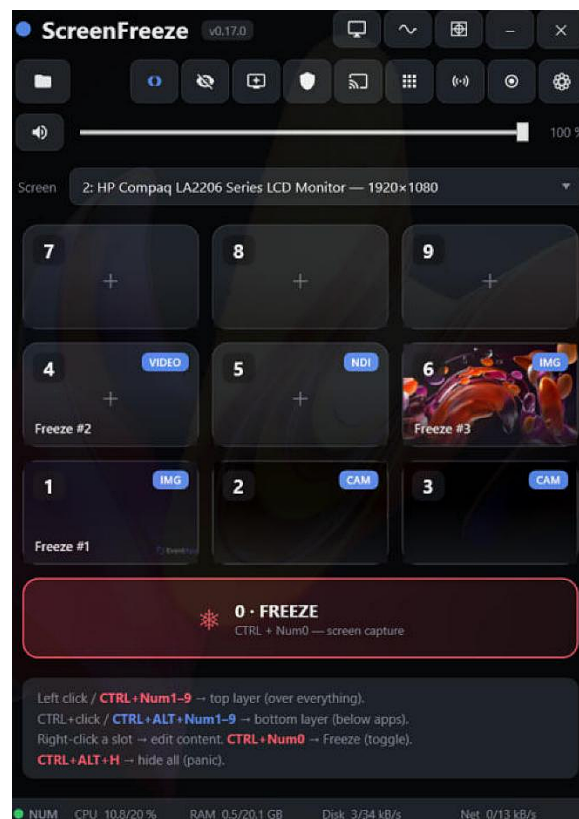
1. **Connect a second screen** (monitor, projector or LED wall) as an *extended* surface (not mirrored). If you have no second screen, you can use a *virtual display* — see [chapter 22](#).
2. In the control window, pick the target surface from the **Screen** dropdown at the top (the extended one, not the one with the control window).

3. **Fill a slot with content:** right-click one of the buttons 1-9 → choose the type (image, video, web, ...) → source → *Save*.
4. **Show the content:** left-click the slot (top layer), or press **CTRL + Num1-9** (numeric keypad, NumLock on).
5. **Hide everything** any time with **CTRL + ALT + H** (panic).

The rest of the guide covers the individual features in detail.

3. Control window — overview

The control window is frameless, dark, titled “ScreenFreeze”. Drag a corner to **resize** it (the whole UI scales 80-200 %). The application remembers the window’s **size and position** and always places it fully onto the visible area at startup (even after a monitor is disconnected).



Control window: header with toggles, tool row, screen selector, 1-9 slot numpad, the Freeze button and the status bar.

Top to bottom:

Top bar (title + toggles). On the left, the logo and version number. On the right, three toggle icons (and after them Minimize and Close):

- **Identify displays** — shows/hides a large number and name on each screen ([chapter 12](#)).
- **1 kHz test tone** — starts/stops the calibration tone ([chapter 17](#)).
- **Test pattern** — shows/hides the calibration pattern ([chapter 11](#)).

Tool row. From the left:

1. **folder icon** — move foreign windows off the extended surface ([chapter 15](#)), with a red counter.
2. **Transition** — toggles between *cut* (instant) and *crossfade* — [chapter 9](#).
3. **Hide all** — hides both layers.
4. **Virtual display (VDD)** — turns the virtual screen on/off ([chapter 22](#)).
5. **Follow** — automatic failover ([chapter 13](#)).
6. **NDI** — starts/stops broadcasting all screens over NDI ([chapter 19](#)).
7. **Multiview** — a window with previews of all slots ([chapter 14](#)).
8. **Stream** — starts/stops streaming ([chapter 18](#)).
9. **Recording** — starts/stops recording to MP4 ([chapter 18](#)).
10. **Settings** (gear) — [chapter 21](#).

Active features have their icon highlighted (accent blue).

Application audio. A row with a **mute** button (speaker; red = muted) and a **volume slider** 0-100 % (mouse wheel by 1 %). It controls the application volume in Windows; the app's setting takes priority (it is re-applied once per second). Muting is not remembered — every launch starts unmuted.

Screen selector. The “Screen” label + a dropdown with all monitors.

Slot numpad — a 3×3 grid laid out like a numeric keypad:

```
7  8  9
4  5  6
1  2  3
```

On each slot: **left click** = top layer, **CTRL + click** = bottom layer, **right click** = edit content.

Freeze — the wide button below the grid (slot 0). Left click toggles Freeze, right click offers saving the last capture into slot 1-9.

Legend (bottom) reminds you of the shortcuts.

Status bar (very bottom): the NUM indicator, LIVE/REC badges (only when running), and CPU / RAM / Disk / Network figures.

At startup a loading overlay covers the window (“Starting the player...”) — the player initializes and the slots are pre-loaded.

4. Choosing the display surface

The **Screen** dropdown lists all monitors as “Screen {n} — {width}×{height}” (the main one is marked *primary*). The choice is **remembered** and survives disconnect/reconnect.

The list **refreshes automatically** when a display is connected/disconnected. When a display (re)connects, the app offers to switch to it.

No extended surface? The app refuses the top layer and Freeze on a single (primary) screen — the content would cover the control window and “lock” you out. The fix: connect a second screen, or enable the **virtual display** ([chapter 22](#)).

5. Two layers (TOP and BOTTOM)

- **Top (TOP)** is always on top (topmost) and covers even a running presentation.
- **Bottom (BOTTOM)** sits below applications (above the desktop) and is “click-through” — it lets clicks pass to the apps beneath it.

The layers are **independent** — the same slot can run in both at once. When a slot runs in both layers, its card has a **magenta frame**.

How to show something:

- **Top layer:** left click a slot, or **CTRL + Num1-9**.
- **Bottom layer:** CTRL + click a slot, or **CTRL + ALT + Num1-9**.

How to turn it off: Turning off uses the same shortcut. If you showed the content of the first slot with **CTRL + Num1**, you turn it off by pressing **CTRL + Num1** again, or with **CTRL + ALT + H**, which hides everything in all layers. A different shortcut cuts straight to the newly chosen slot, using the selected CUT/CROSSFADE transition.

- **OSD** (On Screen Display) — the layer identifier, the number of the running slot, a preview and a description are shown in a small OSD, by default in the bottom-right corner. It can be dragged wherever you need. The application saves the OSD position for later use. If the slot content is video, it also shows time elapsed / remaining and gently warns 10 seconds before the end.
- **Tally** — the application frames the active slot with a colored border in the control window and in Multiview. A red border marks the slot running in the top layer, a blue border marks the slot running in the bottom layer. If the same slot runs in both layers, the border color is the sum of both, i.e. magenta.

6. Slots and their content

Watch out for focus. Keyboard *shortcuts* do not steal focus — the presentation stays active. But as soon as you **click** in the control window or move it, it takes focus and keystrokes go to it; the presenter then cannot switch slides until they click back into the presentation.

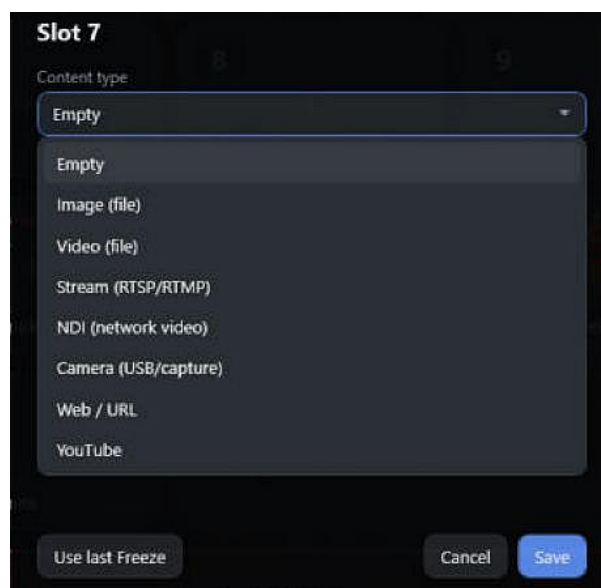
Filling a slot: right-click a slot → the *Edit slot* dialog.



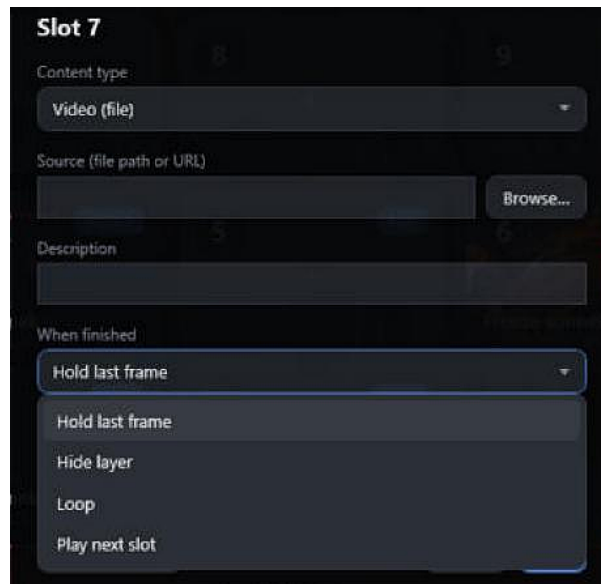
Slot editor (right-click a slot) — an empty slot.

Content types:

Type	Source
Image (file)	path to the image (the <i>Browse</i> button)
Video (file)	path to the video
Stream (RTSP/RTMP)	network address of the stream
NDI (network video)	source picked via <i>Find sources</i>
Camera (USB/capture)	device + format (chapter 10)
Web / URL	web address (rendered via WebView2)
YouTube	a YouTube link



Slot editor — the expanded content-type list.



Slot editor — video: the “When finished” option including Loop.

Other fields in the editor:

- **Description** — text shown on the slot card.
- **Use last Freeze** — inserts the last Freeze capture as an image into this slot.
- **When finished** (for video/YouTube, and for an image with a duration): *Hold last frame / Hide layer / Loop / Play next slot*.
- **Next slot** — target 1-9 (when you choose *Play next slot*). Chaining creates **playlists** (e.g. 3 → 8 → 2 → 3).
- **Duration** (for an image): “Seconds (0 = stays)” — an image as a timed item in a loop.
- **Use last Freeze** — switches the slot type to image, overwrites the path to the last captures and lets you pick from them. Typical use — in a technical presentation show the congress slide — FREEZE, the main sponsor slide — FREEZE, the other partners slide — FREEZE, the agenda slide — FREEZE. Then find these captures in suitable slots and show them at the right moments over any other running presentation.

The thumbnail on the card is real-time at a lower frame rate.

The slot tile shows the **slot number** at the top left and a small type tag: IMG / VIDEO / WEB / YT / STREAM / NDI / CAM / FREEZE.

When you add a YouTube video, the app tries to download it; if that fails it checks for an update of the download tool; if it still cannot download it, it shows the video in a web page after the slot is activated.

7. Keyboard shortcuts

The shortcuts are **global** (registered in Windows), so they work even when another application is in the foreground (has focus). Defaults:

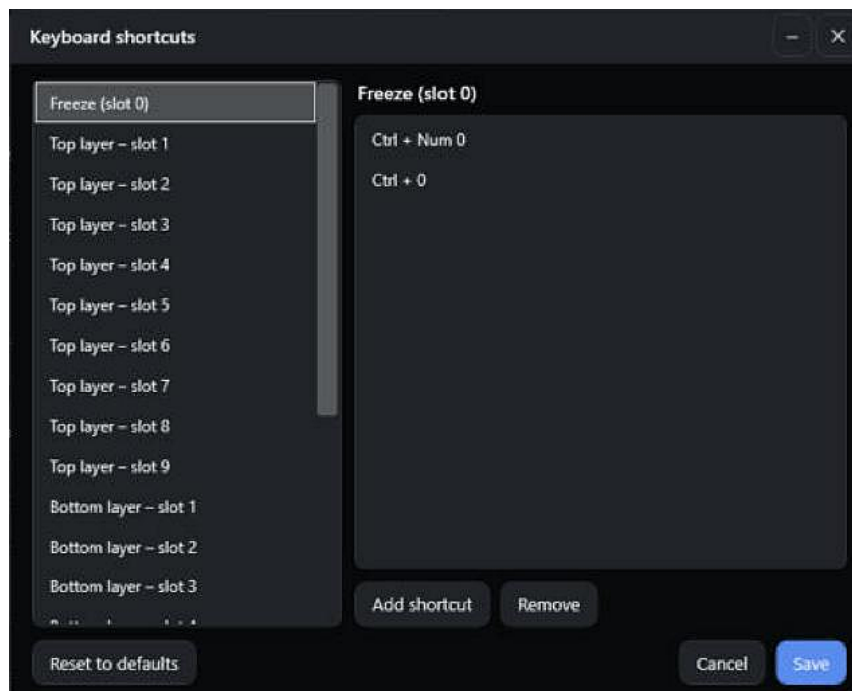
Action	Numeric keypad	Top number row
Freeze (slot 0)	CTRL + Num0	CTRL + 0
Top layer, slots 1-9	CTRL + Num1-9	CTRL + 1-9

Action	Numeric keypad	Top number row
Bottom layer, slots 1-9	CTRL + ALT + Num1-9	(none)
Follow (failover)	CTRL + ALT + Num0	(none)
Hide all (panic)	CTRL + ALT + H	—

Important — NumLock: shortcuts on the numeric keypad work only when **NumLock is on**. The state is watched by the **NUM** indicator in the status bar (green = on, blinking red = off). The alternative via the top number row works only for the top layer and Freeze (not for the bottom layer).

Shortcuts can be **remapped freely** right in the app: *Settings* → *Keyboard shortcuts*.... On the left pick the action (Freeze, Top layer 1-9, Bottom layer 1-9, Follow, Panic), on the right hit *Add shortcut* and press the desired combination (it must contain at least one modifier — Ctrl/Alt/Shift/Win). One action can have **several shortcuts** (e.g. the numpad and the top row). *Reset to defaults* restores the factory setting, *Save registers the change immediately* and warns about any conflicts (a shortcut taken by another application). So the slot keys are no longer fixed to Num0-9 — you can bind anything (e.g. Ctrl+Shift+F5).

If your keyboard has no numeric keypad, you can remap the shortcuts to the top row / letters, or use the Bitfocus Companion module or OSC commands.



The Keyboard shortcuts window — actions on the left, assigned shortcuts on the right.

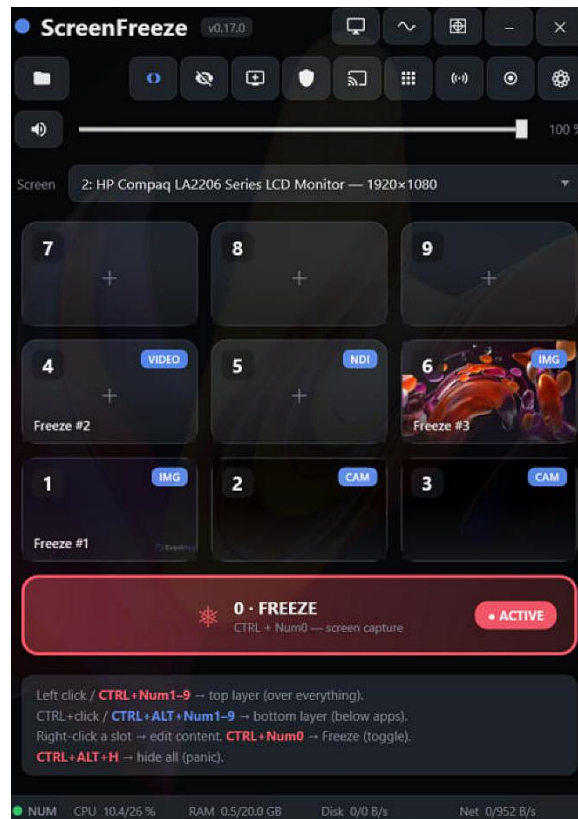
8. Freeze (slot 0)

Freeze takes a snapshot of whatever is currently visible on the selected surface and shows it in the top layer.

- **On:** it first hides any top-layer content (so it does not capture itself), takes a **new snapshot** of the selected screen and shows it on top.
- **Off (next press):** it hides and releases the snapshot.

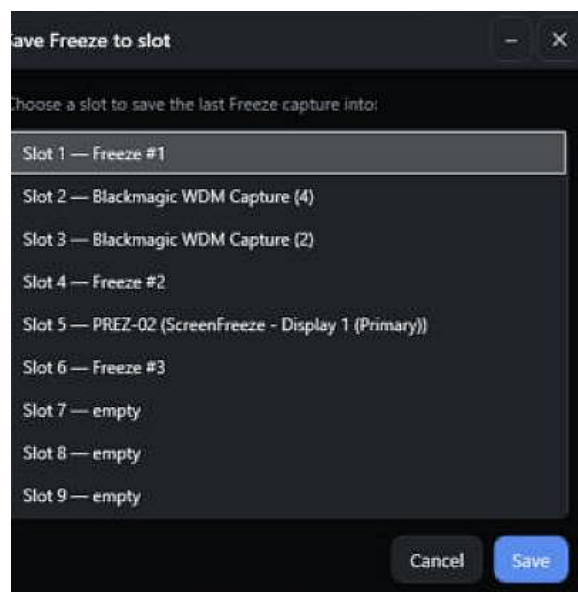
- **Every activation = a new snapshot.**

The app refuses Freeze if the target is the same screen the control window is on (it would cover it).



Active Freeze — the slot-0 button with the “ACTIVE” badge.

Right-click on the Freeze button opens a window with **a list of all 9 slots** (each shows a description, a file name, or “empty”). Pick a slot and *Save* (or double-click) — the last capture is saved into it as an image and can then be reused. If the slot is occupied, the app also asks whether you want to overwrite it.



Right-click on Freeze — save the last capture into slot 1-9.

9. Transitions (cut / crossfade)

The **Transition** button toggles:

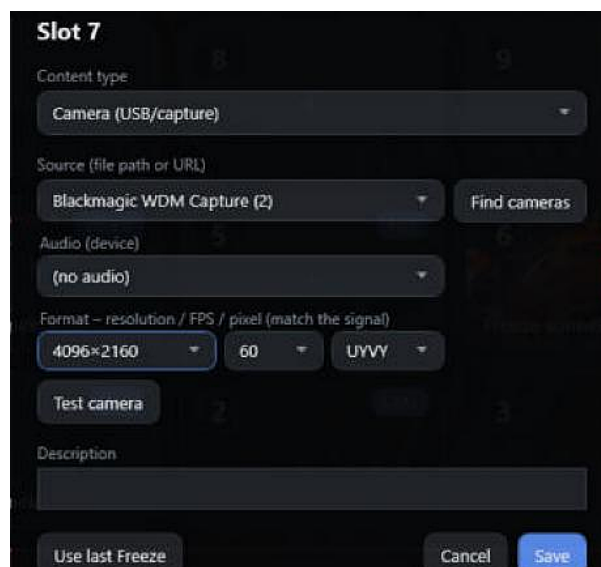
- **Cut** — an instant swap.
- **Crossfade** — a smooth dissolve.

You set the **crossfade length** in *Settings* → *Transition (crossfade)* in milliseconds (100–5000, default 500). Crossfade works for both layers; in the bottom layer the dissolve is visible only when it is not covered by the top layer or by foreign windows.

10. Camera inputs

A **Camera** slot also plays USB/capture devices. In the slot editor:

- **Video device** — a dropdown of cameras.
- **Audio (device)** — a dropdown (including the *no audio* option).
- **Format** — Resolution (Auto / 3840×2160 / 2560×1440 / 1920×1080 / 1280×720 / 720×576 / 720×480), FPS (Auto / 60 / 59.94 / 50 / 30 / 29.97 / 25 / 24) and pixel format (Auto / UYVY / YUY2 / RV24 / MJPG / NV12). If a pixel format does not work for a given camera, it is removed from the format list automatically.
- **Test camera** — briefly opens the camera and verifies that the chosen format works.



Slot editor — camera: device, audio and format (resolution/FPS/pixel).

A live camera preview is shown on the slot card and in the Multiview window ([chapter 14](#)).

11. Test pattern

A toggle in the top bar shows a **calibration pattern** across the whole selected surface (topmost). It is generated vectorially from the surface's real resolution, so it is sharp at any resolution:

- black background, a white frame flush with the edges, corners highlighted inward,
- a symmetric grid (convergence/geometry check),
- four corner circles with squares,
- a large central circle: **SMPTE color bars** on top, a **gray staircase** at the bottom (contrast check), the EventApps logo and the **surface resolution** in the middle.

When you change the selected screen, the pattern moves with it.

12. Identify displays

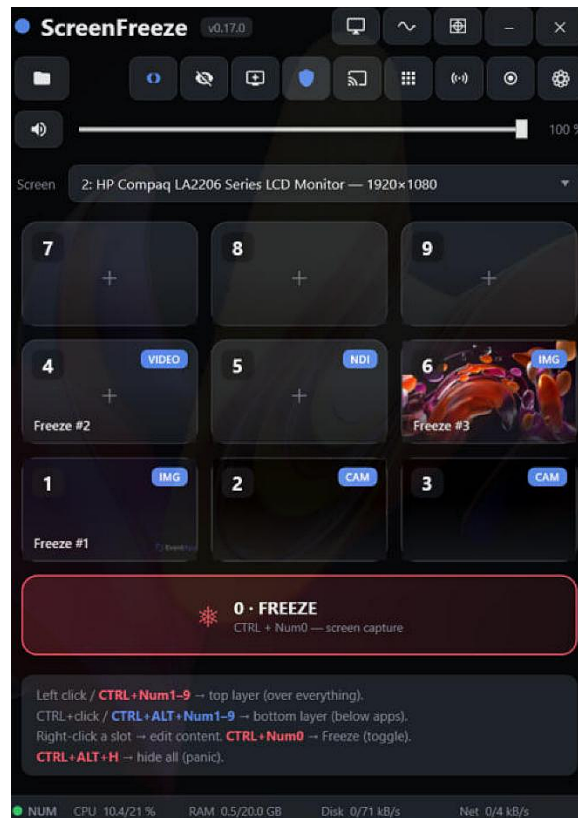
A toggle in the top bar shows a large **number** and name on **each** screen. It helps you quickly tell which screen is which. It is a *toggle* on / off — the identification stays until you turn it off.

13. Follow (automatic failover)

Follow is a safeguard for any fullscreen content, whether it is a presentation, a PDF or anything else. When it is on (the Follow button or **CTRL + ALT + Num0**), the app watches in the background whether the content covers the output surface:

- as long as the content **fully covers** the output screen, Follow “keeps up” (its snapshot is hidden underneath),
- as soon as the presentation **ends or crashes** and the bottom window becomes visible for 50 ms, Follow **holds the last covered snapshot** and reveals it — you do not have to freeze anything manually. All you see is a brief 50 ms flash, which is the detection that triggers the rescue. So when you end a presentation, the last shown slide appears automatically after a brief flash.

Follow steps aside when you manually put another slot into the bottom layer, and returns as soon as you release it. The Follow icon is blue when on; a short message flashes on the operator monitor. While holding, the OSD shows a blue line “**HOLDING FRAME**” with a timer.

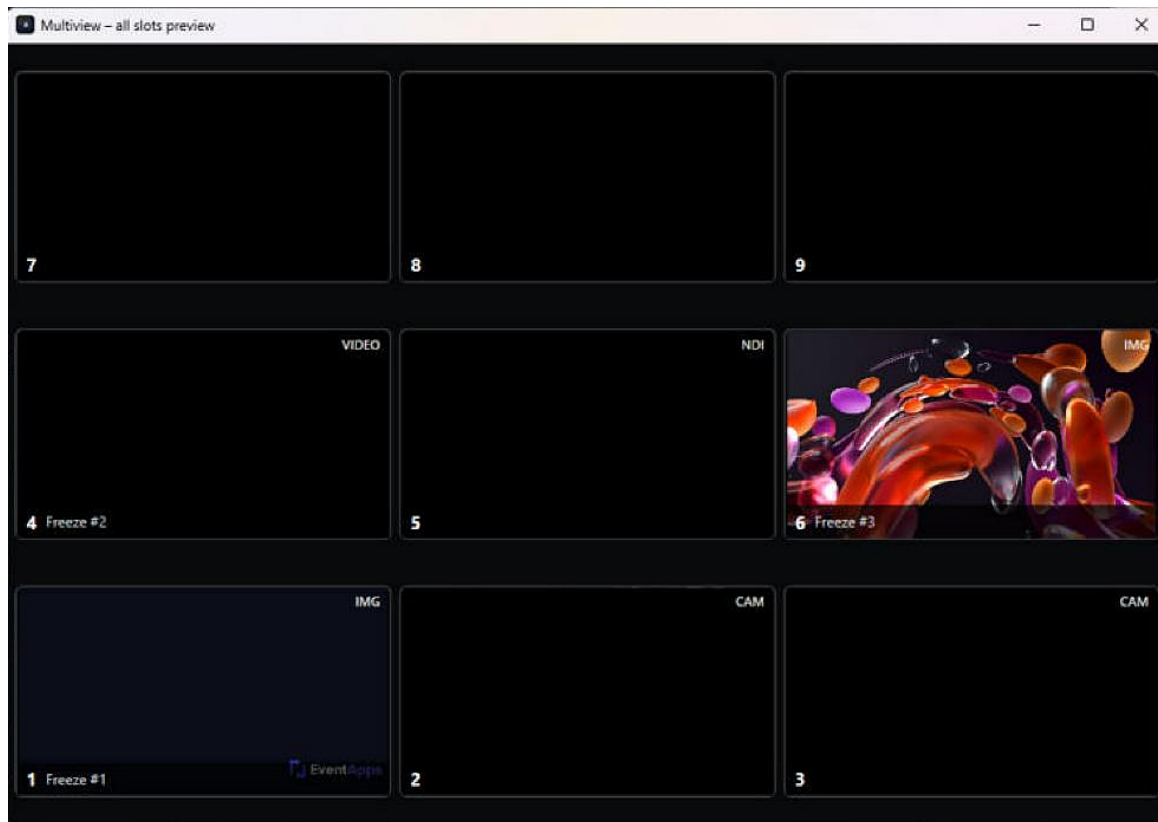


Follow enabled — the shield icon highlighted blue in the bar.

Caution! If your favorite presentation app is set (File → Options → Advanced → Slide Show group →) to “End with black slide”, that black slide is fullscreen content. So if Follow is on and you end the presentation, Follow will hold the last — i.e. black — slide.

14. Multiview

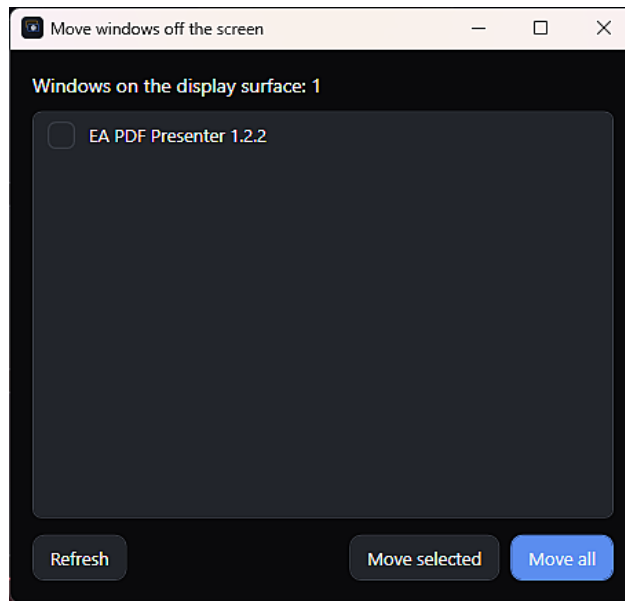
The **Multiview** button opens a window on the primary screen with **live previews of all slots** in a 3×3 grid (laid out like the numpad: 7 8 9 / 4 5 6 / 1 2 3). The tiles keep the aspect ratio of the output surface and show a live preview. They have a **tally frame** (what is currently on output) and are **clickable**: click = show the slot in the top layer, CTRL + click = bottom layer. Closing the window does not stop the previews (it only hides the window).



Multiview — live previews of all slots in the numpad layout.

15. Moving windows off the extended surface

It can happen that you start an application or File Explorer and, based on its last position, it appears on the extended surface. You do not have to close these apps, just move them to the primary surface — and the **folder icon** on the left of the bar is for that. It opens a window with a list of **foreign application windows** currently on the output/extended surface. With the **Move selected** / **Move all** buttons (and *Refresh*) you send them back to the primary screen so they do not get in the way on the extended surface. The badge on the icon shows “Windows on the display surface: {n}”, counting those that reach into the extended surface by even 1 pixel. Updated every few seconds.



Move windows — a list of foreign windows on the extended surface.

16. Application audio (volume/mute)

At the top of the control window is the **application volume** control in Windows: a mute button and a 0-100 % slider. It controls how loud the audio from the played content (video/camera/streams) is. The app's setting takes priority over manual changes in the Windows volume mixer.

(Note: the 1 kHz test tone and the mixer for stream/NDI are a separate feature — [chapter 17](#).)

17. 1 kHz test tone and the live audio mixer

The **1 kHz tone** (a toggle in the top bar) is a calibration tone (−12 dBFS) for checking the sound system. When the audio mixer is on (see below), the tone also goes at the same time:

- to the **system audio output** of the PC (checking the venue PA),
- into the **stream/recording** and into **NDI** (checking the audio across the whole chain).

The **live audio mixer** (*Settings* → *Stream & recording* → *Live audio mixer*, on by default) sits between the audio source and the recording/stream/NDI and lets you **at runtime** (without restarting) add the tone, a mono downmix and an audio delay. In the **Input** dropdown you pick:

- — **silence** — (no input audio, only the optional tone),
- **loopback** / “**PC audio**” (what the PC is playing),
- or a specific **input device** (microphone/line).

Toggling the tone at runtime takes effect immediately on the system output; for a running stream/recording the tone (and delay) apply according to the state when they were started.

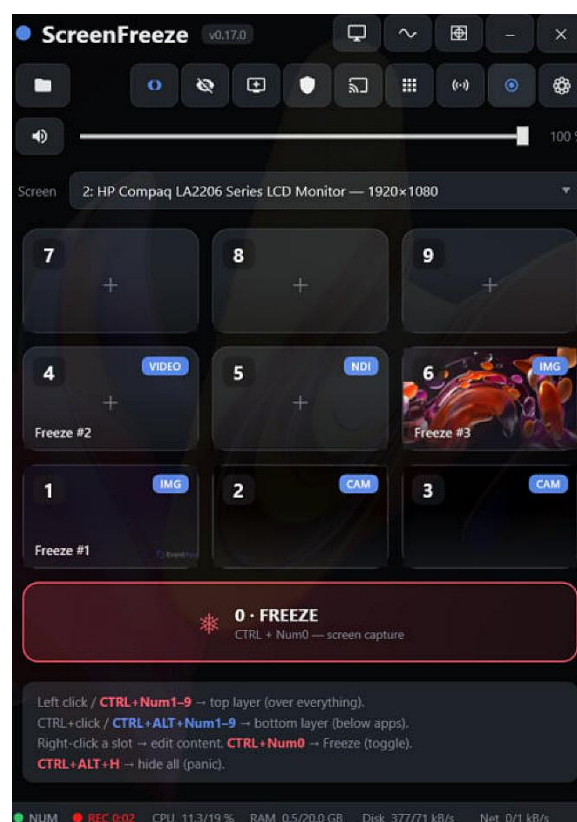
18. Recording and streaming

ScreenFreeze can record or stream the **output extended surface**.

- **Recording** → an **MP4** file (H.264). Default folder Videos\ScreenFreeze (changeable in Settings).
- **Stream** → **RTMP** (e.g. YouTube). In Settings you enter the *RTMP server* and the *stream key*.

Shared settings (*Settings* → *Stream & recording*): audio device / mixer ([chapter 17](#)), audio codec (AAC / MP3), **FPS** (25/30/50/60), **Mono** → **both channels**, **A/V offset** (± 500 ms — positive delays audio, negative delays video), and the recordings folder.

Before starting, a monitor must be selected and ffmpeg available (it downloads automatically). While running, the **LIVE/REC** badges show the time and bitrate; they turn orange on trouble. This is also sent to the Companion feedback.

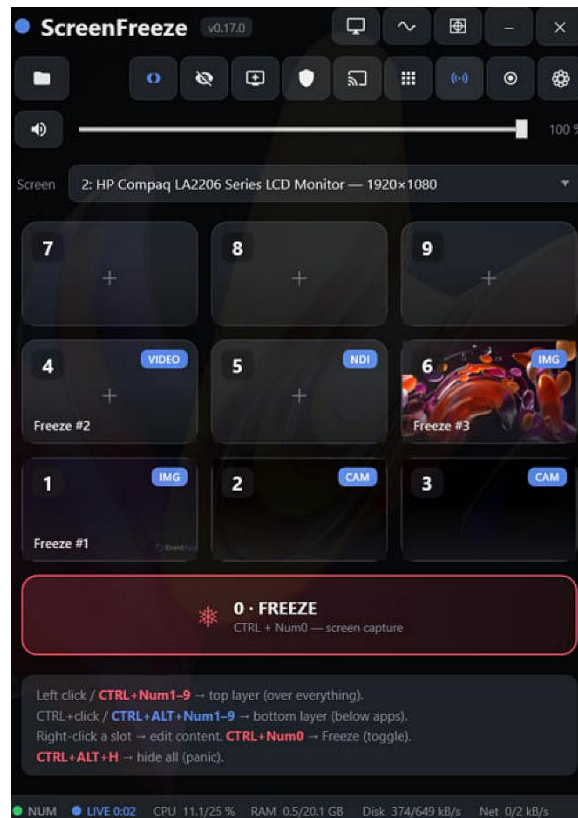


Recording is running — the REC badge in the status bar.

19. NDI output

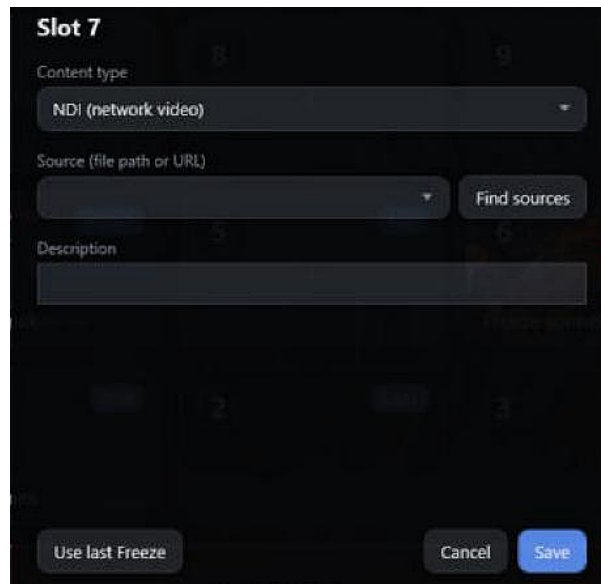
The **NDI** button starts broadcasting **each screen as a separate NDI source** (named “ScreenFreeze - Display {n}”). When the audio mixer is running, NDI also carries the audio (including the tone). It requires the installed **NDI runtime** (part of the installation) and a selected monitor.

Resolution limit (*Settings* → *NDI output*): Native (default) / 4K / 1440p / 1080p — limits the longer edge (saving bandwidth), applied at the next NDI start.



NDI broadcast is running — the LIVE badge in the status bar.

NDI can also be used **as a slot source** (receiving) — in the slot editor via *Find sources*. Receiving NDI does not require an NDI broadcast to be running. The only exception is receiving your own broadcast in a slot and showing it on the extended surface. Typically receiving your own primary surface, which effectively clones the primary surface onto the extended one. In the NDI stream, the stream and the recording, neither the OSD nor any ScreenFreeze messages are shown. So you can prepare a fullscreen PDF on the primary surface and then show it on the extended one. For a full-featured PDF presentation on the extended surface we offer another application, **EA PDF Presenter** — <https://eventapps.online/public/app/pdfpresenter>, which you can also try free for 30 days.



Slot editor — NDI: source picked via “Find sources”.

20. OSC / Bitfocus Companion

The application can be controlled remotely over **OSC** (UDP). In *Settings* → *OSC* you enable receiving (default port **8000**) and set the feedback (default 127.0.0.1:8001).

Incoming commands (/screenfreeze/...):

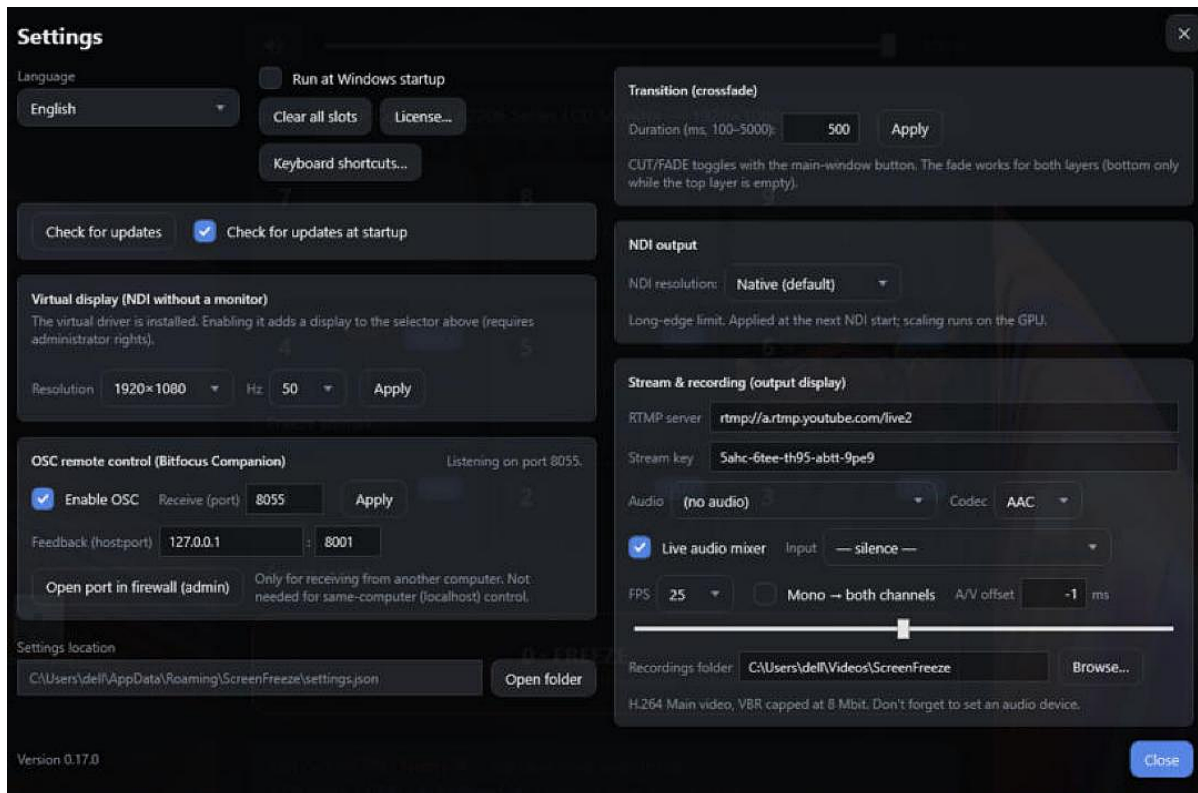
- /screenfreeze/top/{1-9} and /screenfreeze/bottom/{1-9} — switch a slot in the given layer,
- /screenfreeze/freeze — Freeze,
- /screenfreeze/stream and /screenfreeze/record — no argument = toggle, 1 = start, 0 = stop,
- /screenfreeze/hide, /screenfreeze/hide/top, /screenfreeze/hide/bottom — hide all / top / bottom.

Feedback (sent on every state change): /screenfreeze/feedback/top|bottom (number of the active slot, 0 = none), /.../freeze, /.../stream, /.../record (0 = off, 1 = running, 2 = running but a problem detected).

For **Bitfocus Companion** there is a ready-made module (buttons for slots, Freeze, stream/recording + tally feedback). When you control from **another computer**, open the port with the *Open port in firewall* button (Settings → OSC, asks for admin once); for control from the same computer it is not needed.

21. Settings (overview)

The Settings window has two columns:



The Settings window — language, updates, VDD, OSC, transition, NDI, stream and recording.

Left: language; *Run at Windows startup*; *Clear all slots*; *License...*; *Keyboard shortcuts...* ([chapter 7](#)); **Updates** (check now / at startup); **Virtual display** (install, resolution, Hz); **OSC**; the settings path (+ *Open folder*).

Changing the OSC port and receiving from the same computer (localhost) **do not require admin**. Admin rights (UAC) are requested only by the *Open port in firewall* button — and only when you want to receive OSC **from another computer** on the network (a Windows Firewall rule is added). UAC pops up exactly then; otherwise the application runs without admin.

Updates. With the *Check for updates* button (optionally also automatically at startup) the app verifies whether a newer version is available. If so, an *Update* button appears that downloads it and starts the installation.

Right: Transition (crossfade) — length in ms; **NDI output** — resolution limit; **Stream & recording** — RTMP server and key, audio device, codec, live audio mixer + input, FPS, mono, A/V offset, recordings folder.

22. Virtual display (VDD)

If you have no physical second screen, you can use a **virtual display** — a software extended surface. In *Settings* → *Virtual display* there is the status, an **Install** button (requires admin) and the choice of **resolution** and **Hz** (50 or 60). In the control bar you then turn the virtual display on/off with the **VDD** button.

23. License and trial

After installation ScreenFreeze runs as a **30-day full trial** (tied to the computer). When it expires the application locks — actions such as showing slots, Freeze, NDI, streaming and recording then bring up the license dialog.

In the **License...** dialog you see the status (how many trial days remain / until when the license is valid), enter a **license key** and **Activate**. *Deactivate on this computer* frees the seat for transfer to another machine. Activation is tied to the hardware and stored encrypted; it is verified silently once a day. Licenses can be bought and managed at eventapps.online.

24. Status elements

Status bar of the control window:

- **NUM** — green when NumLock is on; blinking red when off (then the numpad shortcuts do not work).
- **LIVE** (stream) / **REC** (recording) — only when running; they show the time and bitrate, turning orange on trouble.
- **CPU / RAM / Disk / Network** — always as “ScreenFreeze share / total”.

Overlay status badge (on the operator monitor): appears whenever something is on output. It shows lines for the active layers — **FREEZE** (red), **TOP** (red), **BOTTOM** (blue), and optionally **HOLDING FRAME** (Follow). For videos it shows a preview, a description and the times “–remaining / elapsed” and the total length; the last 10 s “breathe” red as a warning that the content will end soon. The badge can be dragged elsewhere (the position is remembered) and is not captured into NDI/stream.

25. Troubleshooting

- **“Content cannot be shown on the same screen as the control window.”** — You have no extended surface selected. Connect a second monitor or enable the virtual display.
 - **The numpad shortcuts do not work.** — Check **NumLock** (the NUM indicator must be green). Or use the top number row (top layer + Freeze only).
 - **The camera is black / will not open.** — In the slot editor try a different **format** (resolution/FPS/pixel) and *Test camera*; some combinations are not supported by the device.
 - **The NDI button reports a missing runtime.** — Install the NDI runtime (NDI Tools / SDK).
 - **Web/YouTube will not load.** — The web needs the WebView2 component; the YouTube download tool is fetched automatically, which may take a moment.
 - **The application is locked.** — The trial expired; activate a license ([chapter 23](#)).
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Appendix A — Remapping shortcuts (advanced)

The in-app editor is usually enough (*Settings* → *Keyboard shortcuts...*, [chapter 7](#)). Advanced users can also edit the shortcuts by hand in the `settings.json` file (find the path in *Settings* → *Open folder*), in the Shortcuts map. The key is the **action** (freeze,

top1-top9, bottom1-bottom9, follow, panic), the value is one or more shortcuts separated by a semicolon, e.g.:

```
"Shortcuts": {  
  "top1": "Ctrl+NumPad1;Ctrl+D1",  
  "bottom1": "Ctrl+Alt+NumPad1",  
  "freeze": "Ctrl+NumPad0;Ctrl+D0",  
  "panic": "Ctrl+Alt+H"  
}
```

Modifiers are Ctrl, Alt, Shift, Win; the key is written by its WPF name (NumPad1, D1 = the number 1 on the top row, H, F5...). Invalid values are ignored (the default stays), conflicts are reported. Saving and reloading is easier via the in-app editor.

Appendix B — Cheat sheet (default shortcuts)

- **CTRL + Num1-9** → slot in the top layer (over everything)
- **CTRL + ALT + Num1-9** → slot in the bottom layer (below apps)
- **CTRL + Num0** → Freeze (screen capture) — on/off
- **CTRL + ALT + Num0** → Follow (failover) — on/off
- **CTRL + ALT + H** → hide all (panic)

The same shortcut a second time = turn that slot off; a different shortcut = cut to the new slot. The numpad requires **NumLock**; the top row (**CTRL + 0-9**) works for the top layer and Freeze even without it. Everything can be remapped in *Settings* → *Keyboard shortcuts*....