EasyMatrix

USER GUIDE

EasyMatrix 1.0

Independent video routing for OBS Studio. EasyMatrix by YearNorth, by Giordano Fiacchini. Version 1.0.1, GPL-2.0-or-later.

Purchasing the official distribution and the services described in its offer does not limit the rights to use, modify and redistribute the software under the GPL. Donations are optional, separate from the purchase and do not activate the product. The plugin works offline without an account or payment checks during use. OBS sources that need network access still require their own connection.

Requirements

Use **OBS Studio 33.0.1** and the matching architecture: **Apple Silicon / arm64** on macOS, **x64** or **ARM64** on Windows. What matters is how OBS runs, not the computer: see Windows on ARM. An OBS process running through Rosetta needs another binary, which is not available. Other OBS versions are not guaranteed. See `COMPATIBILITY.md` for tested systems and limitations.

Before upgrading, export your scene collection and back up `plugin_config/easy-matrix/mappings.json` from the OBS settings directory. Close OBS before replacing the plugin.

macOS installation

Extract `EasyMatrix-1.0.1-macOS-arm64.zip`. In Finder, use **Go → Go to Folder…** to open `~/Library/Application Support/obs-studio/plugins/`. Create the directory if needed and copy `easy-matrix.plugin` into it. Back up any previous copy elsewhere. Restart OBS and open **Docks → EasyMatrix**. The **i** button shows the version.

The standard package is **ad hoc signed and is not Apple notarized**. If macOS blocks it, verify the download's origin and checksum, then use **System Settings → Privacy & Security → Open Anyway**, if available. You can explicitly authorize just this copy with OBS closed:

```
xattr -dr com.apple.quarantine "$HOME/Library/Application Support/obs-studio/plugins/
easy-matrix.plugin"
```

This removes quarantine from this plugin and allows this unnotarized code to execute. No `sudo` is needed. Keep system-wide Gatekeeper protection enabled. Extracting a new download can apply quarantine again.

Windows installation

Extract `EasyMatrix-1.0.1-Windows-x64.zip`, or `EasyMatrix-1.0.1-Windows-arm64.zip` for native ARM64 OBS. Copy its `easy-matrix` directory into `%ProgramData%\obs-studio\plugins\`, creating missing directories. The DLL must end up at `%ProgramData%\obs-studio\plugins\easy-matrix\easy-matrix.dll`, next to the `data` directory. Administrative permissions may be required.

When upgrading older packages, move **only** the old `easy-matrix.dll` out of `C:\Program Files\obs-studio\obs-plugins\64bit\`, or out of the old `plugins\easy-matrix\bin\64bit\` directory, and keep it as a backup. Restart OBS and open **Docks → EasyMatrix**.

For **portable OBS**, use `<OBS directory>\plugins\easy-matrix\easy-matrix.dll` instead. Portable OBS ignores ProgramData plugins. This package follows the OBS 33 plugin layout. The DLL has no Authenticode signature. Do not install extra Qt or libobs DLLs; the plugin uses those shipped with OBS.

Windows on ARM

On a Windows ARM PC, pick the package that matches how OBS runs:

- **Native ARM64 OBS** (OBS's `OBS-Studio-33.0.1-Windows-arm64.zip` package): use `EasyMatrix-1.0.1-Windows-arm64.zip`.
- **x64 OBS under emulation** (for example installed with the `.exe` installer, which is x64 only): use `EasyMatrix-1.0.1-Windows-x64.zip`.

To check, with OBS running: **Task Manager → Details**, right-click the column header → **Select columns → Architecture**; the `obs64.exe` row reads **ARM64** or **x64**. The wrong DLL is not loaded and the EasyMatrix dock does not appear. Both packages install to the same paths. The ARM64 DLL has been tested in native ARM64 OBS 33.0.1 on Windows 11 ARM in a virtual machine: see `COMPATIBILITY.md`.

Routing

The interface currently uses Italian labels. Rows are scene/source inputs; columns are outputs. Clicking a crosspoint selects an input for one output without changing the main OBS Program. **Follow Program** follows the actual Program output, including transitions.

Expand **Uscite** (Outputs) and press its output's play button. **+** adds a floating video window; the gear opens its label and mapping settings. **Esc** in a projector stops that output. Loading a collection or restarting OBS never starts projectors automatically.

Green means on air; orange indicates a pending TAKE or a warning; grey means stopped. A minimized window reads **Nascosta** (Hidden). The output row shows the current source and an arrow to the prepared source.

Preview, TAKE and presets

Diretta (Direct) switches immediately. **Preview** prepares changes; **TAKE** applies them using the selected transition and duration. These transitions are independent of OBS's main transition. **Scarta** (Discard) cancels prepared changes. TAKE shortcut: **Command Return** on Mac, **Ctrl Return** on Windows, while the dock has focus.

The **Preset** tab offers list and grid views. Saving in Preview mode stores the prepared routes; otherwise it stores the current routes. **Carica in Preview** loads a preset for editing without switching the outputs. A preset is a complete snapshot: outputs absent from it become black. Presets never change output mapping.

The multiview button opens a window or uses a free physical screen. It shows output Program and, in Preview mode, Preview. Stop the output on a screen before using that screen for fullscreen multiview.

Mapping, displays and persistence

The gear provides fit, fill, stretch, 1:1, active area, source crop and window size. Changes apply immediately; **Annulla** (Cancel) restores the previous settings. Set physical display resolution in the operating system.

Disconnecting a screen stops its output. **Riapri quando lo schermo torna** optionally reopens it after the display settles; this is off by default. Stopping the output cancels the waiting restart. Identical screens and adapters without serial numbers may need reassignment after restarting OBS or changing cables. Removing an offline output also removes it from presets.

Routes and presets are stored in the OBS scene collection. Labels, mapping and restart options live separately in `plugin_config/easy-matrix/mappings.json`. Unreadable collection data is preserved; after an edit, the original is retained under `easy-matrix-preserved`. Invalid mapping files are copied to a `.non-letto` recovery file before a replacement can be saved. If recovery copying fails, the original is protected from overwriting. Check the dock notice and OBS log for recovery errors.

Troubleshooting and removal

If the dock is missing, check architecture, OBS version, installation path, duplicate copies and macOS quarantine. OBS Safe Mode disables third-party plugins. If an output is black, check source availability, assignment, output start, Preview mode, crop and active area. In **Help → Log Files → View Current Log**, search for `EasyMatrix`. A useful bug report includes plugin/OBS version, OS, architecture, GPU, display connection, reproduction steps and a log with private information removed.

Video only: no audio routing, warping, edge blending or guaranteed synchronization between outputs. Check GPU load and rendering lag with your actual sources and displays before production use.

To uninstall, close OBS and remove only the installed `easy-matrix.plugin` bundle or `easy-matrix` directory. Mapping and collection data remain for reinstallation. When downgrading, also restore your configuration backups.
