

OBS TUTORIAL FOR THE BRONY SHOW STREAMS ON LIVESTREAM

BY MIKENIZED AND CCZEROFIRE

I. OBS Configuration 1. Introduction

This tutorial will explain how to set up properly **OBS** for **Livestream**. Why would you want to use OBS instead of **Procaster** or **Xsplit**? **OBS is free, it is much more lightweight on your computer (it uses less CPU), and it gives you just as much possibility as XSplit.**

You have the same streaming possibility that Xsplit offers, without having to pay a cent! Sure, OBS has some flaws, that's for sure, but it keeps getting better with regular updates.

Concerning OBS, two versions are available: **Original** and **Multiplatform**. The Multiplatform version is a rewrite of the original, which uses Qt, a framework that works on Windows, Linux, and Mac. The software is pretty much similar to the original, though it does have slight differences. **This tutorial will focus on OBS Original**, which only work for Windows 7, 8, and 10 (32 bit and 64 bit). You can most likely follow this tutorial to configure Multiplatform as well, if you desire. Yet, if you run into any issues and do need particular help, you can ask MikeNized, who has looked into it.

Currently in 0.655 Beta as of the writing of this guide, here is the download link:

https://obsproject.com/download

This guide will focus on the configurations required to stream on Livestream. It will touch on the frequently asked questions regarding other major streaming services such as Twitch, Hitbox, or YouTube, but the guide won't go into details (it will probably give a link to an external reference).

There is one major thing to keep in mind during this tutorial: you can and should mess around with the software, test out the features, play with scene selection, and the like. We have not tested *EVERYTHING* on OBS, and there are some interesting parts of the software we haven't touched at all! With some creative thinking you can get great results!

Experience the software for yourself! It will teach you much more than just reading a tutorial.

2. Initial Screen



You will start off looking at a bunch of different buttons, menus, boxes, and dialogs. To start off, we are going to focus on configuring settings. Click the "**Settings...**" button, highlighted light blue in the screenshot above. Alternatively, you can click the Settings button on the top bar (File, Settings, Profiles, Scene Collection, Help), and select the Settings option. (There's no real difference - one just might be more convenient to click than the other though if you tend to keep the OBS window partially offscreen.)

3. Settings

a) General

Settings		×
General Encoding Broadcast Settings Video Audio Hotkeys Advanced Quick Sync Encoder Microphone Noise Gate	Language: English Setting Profile: Livestream-Game 1280x720 Hitbox-Game 1280x720 Livestream-Game 1280x720 Record Rapide Youtube-Game 1280x720	
Scene Switcher	Minimize to Notification Area	
	OK Cancel	Apply

The General tab is where you select the profile for your stream. A profile is basically just a collection of settings. You can save several different profiles for when streaming to different places. For example, you could create a specific profile for the TBS Livestream, another for your own Livestream channel, one for your Hitbox channel, your Twitch channel, your Youtube channel...

F.A.Q.: Can I stream to multiple websites at the same time?

Well... Sorta. Generally though, no, you can not *easily* stream to multiple websites. At least, not without using specific tricks. For instance, streaming using a service that itselfs streams to multiple places, such as <u>https://restream.io/</u> or specific modules. We

haven't tested these yet, but we'll look into it in the future- contact MikeNized if you are interested.

Target location:	OBS	
Target:	"C:\Program Files (x86)\OBS\OBS.exe" -multi	

A second trick that does work involves adding "-multi" to the end of the file path on the shortcut you use to open OBS. Doing so, you can open multiple instances of OBS, and effectively stream two places at once. Warning though that **this might be very intensive for those with weaker computers or internet connections**, and that the two streams are **not synced**. If you make a change to the content of your stream on one OBS window, you'll have to do it again on the second.

ettings						
ieneral	Video Encoding					
iroadcast Settings	Encoder:	€ x264	Quick Sync	() Nvid	la NVENC	
ideo	Use CBR		E	inable CBR padding	2	
ludio lotice vs	Quality Balance:	10	√ Use	Custom Buffer Size		
dvanced	Max Bitrate (kb/s):	452		Buffer Size (kbit):	452	
uick Sync Encoder						
cene Switcher	Audio Encoding					
	Codec:	AAC	4	Bitrate:	48	~
	Format:	44.1kHz	0	Channel:	stereo	~

b) Encoding

And now, it is time for a huge explanation about streaming capabilities for different streaming services and your own computer.

Livestream Free Offer limits the bitrate you can use to 500kbs. Meaning you have to split your 500kbs between audio and video. In the screenshot above, you can see 452kbs for video and 48kbs for audio in stereo has been selected.

After doing several tests, we can affirm that the audio is really impacted when you go much lower than 48kbs, particularly in stereo. You can choose to go higher, but remember that your video and audio bitrate must add up to no 500, so any extra bitrate you put into audio will be stolen from your video. And on Livestream, where the bitrate is already so limited, video quality is quite important.

You can generally copy the settings in the screenshot above, and it should perform just perfectly. Keep in mind you will get very minimal difference from setting the audio bitrate higher. Although, If you want to squeeze out the most video quality you can, you can set the audio channel to mono, and set the audio bitrate to 32 (and video to 468), though keep in mind that **stereo audio (separation between left and right speakers) will be disabled**, and the audio quality could be slightly diminished. This might not be very noticeable for streams that are mainly conversation, but **it may sound noticeably worse for streams that play a lot of stereo music**. You can make this call based on the topic of your stream, though keep that warning in mind.

F.A.Q: What about for streaming services other than livestream?

Hitbox literally lets you use whatever bitrate you want, however, note that the viewer WILL be impacted. On hitbox, the user cannot downgrade the quality of the stream, they will only view it on what you stream at, so if you set the quality really high, users who have trouble watching HD streams may run into trouble.

On **YouTube** and **Twitch**, you can, as well, stream at whatever bitrate you like. Yet, the viewer can downgrade the quality as they wish (for example, watch a 1080p stream in 480p), so it is much less restrictive than Hitbox.

Here is the general bitrate/quality associated, provided by Twitch.

- for 1080p: 1500
- for 720p: 1161
- for 480p: 768
- for 360p: 512
- for 240p: 384

For comparison, here are the values provided by the tutorials by Hitbox. We do not especially agree with these, but we will display them anyway, for reference.

- for 1080p: 3000 3500
- for 720p: 1500 2000
- for 480p: 900 1200
- for 360p: 600 800
- for 240p: up to 500

In a general matter, the bitrate for your stream must not exceed **80% of your upload speed**. Your upload speed is based on your connection - it's unique to you. How do you know your upload speed? A website such as SpeedTest! <u>http://www.speedtest.net/</u>

For example, if your upload speed is about 1.2 Mbs (1200 kbs), you should not set your bitrate above 960kbs, or your stream might experience trouble.

Settings				×	
General	1				
Encoding	Mode:	Live Stream	~		
Broadcast Settings	Character Carden				
Video	Streaming Service:	Custom	 Browse 	_	
Audio	FMS URL:	rtmp://publish.livestream.co	m/mogulus/machinistmind/username=N	1keNized/passwore	
Advanced	Dinu Dath Chean Kau (É anu).			1	
Quick Sync Encoder	Play Paul/Stream Key (ir any):				
Microphone Noise Gate	Auto-Reconnect:	Auto-Reconnect: 🗹			
Scene Switcher	Auto-Reconnect Timeout:	10 .	Delay (sec	onds): 0	
	Minimize Network Impact:		1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 - 1770 -		
	Automatically save stream to file:		Keep recording if liv	e stream stops:	
	File Path:	D:\Video\Livestream-\$T.mp4	4	Browse	
	Replay Buffer length (seconds):	1 🔹 Estimat	ed Replay Buffer memory usage (MB):	1/4095	
	Replay Buffer File Path:	C:\Users\Alexandre\Videos\	Replay-\$T.flv	Browse	
			OK Cancel	Apply	

c) Broadcast Settings

In order to stream on Livestream, you will need to select "Live Stream" under mode, and "Custom" under Streaming Service.

When streaming on Livestream, this is what you will enter into FMS URL: rtmp://publish.livestream.com/mogulus/<CHANNELNAME>/username=<USERNAME>/password=<PASS WORD>/isAutoLive=<BOOL>/autoVOD=<BOOL>/autoPilot=<BOOL>/autoRecord=<BOOL>/aspectWidth =<NUM>/aspectHeight=<NUM>

- Replace **CHANNELNAME** with the name of the channel **thebronyshow** if you want to stream on the TBS Stream, or whatever else for your own livestream channel.
- Replace **USERNAME** and **PASSWORD** with, well... your account name and your password! As long as your account is authorized to stream on the channel, this should work fine. You do NOT need to use the channel owner's username and password, as you might if you were using someone else's Xsplit account.
- **isAutoLive** means that the stream will go live instantly when you press "Start Streaming". You should set it to true, obviously.
- **autoVOD** is the setting that allows you to save your stream directly into the video on demand section on the Livestream channel. Set it to true or false depending on what you want. For most streams on the Brony Show, you can keep this as true. However, if you are streaming material such as tv shows or movies, you should probably turn this to false.
- **autoPilot** puts your stream directly into the auto-pilot cycle on the stream. Same deal as above.
- **autoRecord** actually records your stream in the Livestream, and saves it into the video library (though not necessarily the video-on-demand section, where people can watch it. Just the channel's internal library!) If you want it to be in the video on demand section, or to insert it into the auto-pilot, then this should be true.
- aspectWidth and aspectHeight define the ratio if your stream. It refers to a setting in the Livestream website configuration. Basically, you want the value to be the same as what the channel is set to. The Brony Show Livestream is set to 16:9, so you might as well do the same.

Video Setting	
Aspect Ratio 04:3 16:9	
Aspect Mode O Crop Crop	PREMIUM

Here's an example of what your FMS URL might look like completed:

rtmp://publish.livestream.com/mogulus/thebronyshow/username=GlitchTheCat/password=ILoveBookHorse1 2345/isAutoLive=true/autoVOD=false/autoPilot=false/autoRecord=true/aspectWidth=16/aspectHeight=9

Next is the **Play Path/Stream Key**. The value you want to enter here is simply the word **livestream**.

The next parameters after this are generally rather self explanatory. You can probably leave them as they are by default. Keep note that the settings "Automatically save stream to file" and "File path" relate to whether or not you want to save a copy of your stream locally on your computer.

If you choose to do so, we recommend naming the video "Livestream-\$T.mp4", because this will automatically name the video based on the start time of the stream, so it is very easy to sort out.

F.A.Q.: How about for other streaming services?

Basically, for Hitbox, it's already preconfigured. The stream key can be found in your account settings on the hitbox website itself.

We aren't entirely sure for Twitch or YouTube, we haven't streamed on them. However, here are some links that should tell you what you need to know:

http://help.twitch.tv/customer/portal/articles/1262922-open-broadcaster-software http://help.hitbox.tv/customer/portal/articles/1320003-how-to-use-open-broadcaster-soft ware

https://obsproject.com/forum/threads/guide-how-to-stream-to-youtube.4333/

d) Video

Settings			×
General Encoding Broadcast Settings	Video Adapter: Base Resolution:	NVIDIA GeForce GTX 770M	*
Video Audio Hotkeys Advanced Quick Sync Encoder	Custom: Monitor:	1280 720 Aspect Ratio: 16:9	
Microphone Noise Gate Scene Switcher	Resolution Downscale:	2.00 (640x360) ~	v
	FPS: Disable Aero:	30	
		OK Cancel	Apply

Now, let's explain again some more technical things. When it comes to Base Resolution, basically, this is the size of your stream. You can generally set it up to your monitor resolution and be fine with it.

Author's note: Personally, in the experience of myself (MikeNized), when I stream, I prefer to play a game in a windowed or borderless window mode, meaning I lower my resolution from my 1920x1080 monitor size to 1280x720, because, well, I watch the chat, I monitor the chat, I monitor the stream, I check that it's still live, etc.

There are advantages and disadvantages to streaming at different sizes (always make sure however that the resolution here matches the resolution you set in the FMS URL earlier - preferably 16:9). At larger sizes, you have more "space" to work with - to insert

various pictures, windows, and the like. However if the content you are displaying is small, you are effectively "stretching" it, which doesn't always look nice. If you tend to minimize your windows so that you have more room on your monitor to watch things, then you might as well lower the size you are streaming at.

Continuing on, let us remember, Livestream's free codec is a 480x360 codec (or effectively 512x288 for 16:9).

Quality Settings	Description	Basic (500Kbps)
	Frame Rate	25.0 FPS
	FLV Video Bitrate	400 kbps
	FLV Audio Bitrate	64 kbps
	FLV Width	480
	FLV Height	360
	Enable MP4	No
	MP4 Video Bitrate	400 kbps
	MP4 Audio Bitrate	64 kbps
	MP4 Width	480
	MP4 Height	360

When it comes to Resolution Downscale, you have two options:

- Stream your game at its regular size, and let Livestream downscale your stream. This will use less of your CPU, but more data on Livestream's end.
- Stream your game, downscale stream yourself, and then send that data to Livestream. This will use much less data, but more CPU.

Now, riddle me this, what is the best option regarding all that was said earlier?

The answer is option 2. Why? Remember, you only have 500kbs of data.

You won't be able to fit a 720p or 1080p stream with only 500kbs of data.

Is your stream pixelated as hell? Visual artifacts and tearing everywhere? Lack of downscale would likely cause those. You will almost always want to resolution downscale the stream as much as possible, in order to reach at least 360p. Often, you'll generally just downscale as high as OBS lets you, to try and get as close to 480x360 (or 512x288) as possible (the closer, the less data you make livestream use to downscale

your stream!). As well, **you'll want to make your stream run in 30FPS**, because Livestream's free codec isn't able to process 60FPS, as shown above.

So, you can generally copy the screenshot values, except the size if you do keep your game fullscreen, especially if you have a second monitor you can use to keep an eye on things, or diligent co-hosts who will do so for you. But downscaling your video, and limiting the FPS, **you should definitely do**.

Regarding the fact that **you can enable or disable Aero**, that depends on if your computer can handle it. We'll more talk about later what implications this can have. but in short, if you have several windows on your desktop, and you always want to show a specific one, even if it is (on your monitor) covered by another window, Aero is necessary, so do not disable it. (See Section II.3.a)). For example, if you want to show a skype call, but want to have a game up over it on your own screen. OBS will capture the window directly, regardless of what is layered over it on your end. But it cannot do this if Aero is disabled.

And that's pretty much it for the important settings. Let's just explore the last two setting tabs you'll want to check, "Audio" and "Hotkeys". There are two tabs, "Microsoft Reduction Gate" and "Scene Switcher", that we haven't tested much, but you should probably never need to worry about them. As well, you probably don't want to mess around with "Advanced" or "Quick Sync Encoder" if you don't know them well. You should also generally find yourself never having to touch them.

e) Audio

General Encoding	Desktop Audio Device:	Default		~	
Broadcast Settings Video	Microphone/Auxiliary Audio Device:	Default	~	Reinitialize	
Audio		Enrce Micronhone/	Auxiliary to Mono		
Hotkeys		Show only connect	ted devices		
Advanced Ouide Swor Encoder	-	_			
Microphone Noise Gate					
Scene Switcher	Push-to-talk Delay (milliseconds):	200 📫			
	Desktop Boost (multiple):	1			
	Mic/Aux Boost (multiple):	1			
	Mr. Supr. Offeat (miliseconde):	0 1			
	the sync onset (initiation).	× •			

Desktop Audio Device is your output device, for your sound. Microphone/Auxiliary Audio Device is your input device, your voice. If you, say, want to use a particular set of headphones, or a different microphone, compared to what you normally use, you can change this, but you'll probably find it most convenient to use whatever your default devices are. Keep in mind that if you do set these to be specific devices, and you get a new device or change your default device later, you will need to manually adjust the setting on OBS. Failure to do so may for example result in the viewers not hearing you, so be careful!

You can choose to force it to be mono microphone. Some microphones may only handle mono or stereo, and some may handle both. Be sure to test your device!

The Push-To-Talk Delay is the delay between when your voice can be heard on the stream after you press the Push-To-Talk button (see the next section, section f, on Hotkeys). That is to say, it is a small period of time before your device actually starts listening for you after press the button. Imagine you are using for your push-to-talk button a loud keyboard button, or a controller button that makes a loud noise. You may not want your stream to hear the slight "click" sound every time you began to speak. This is why you might want to set that delay. This setting is generally irrelevant if you choose to record through open mic rather than push-to-talk.

Desktop Boost multiples the audio of your computer.

Mic/Aux Boost multiplies the audio of your mic.

If your volume or microphone are too low or high even at max/min settings, you can play with these, but for the most part you probably won't ever need to touch them.

Mic Sync Offset actually delays when your voice is heard on the stream.

This can be an important feature if you are using a **video capture card**, because there may be a slight delay (about 300-500ms) between when you see something and the actual video showing up on the stream. For example, a jumpscare in a game? If you don't pay attention to this setting, the viewers might actually hear you scream a split second before they actually see what you are reacting to. If you are just streaming stuff from your computer, you can likely safely ignore this.

f) Hotkeys

General	Auda			
Encoding	AUGO			
Broadcast Settings Video	Use Push-to-tak		[m]	
Audio		Push-to-Talk:	W	Clear
lotkeys		Push-to-Talk 2:	XPad0 RThumb	Clear
dvanced		Mute & Inmute Micr	1 (PAVE NUM.)	Clear
Quick Sync Encoder				
cene Switcher		Mute/Unmute Desktop:	2 (PAVE NUM.)	Clear
	Broadcast			
		Start Stream:	CTRL + 1 (PAYE NUM.)	Clear
		Stop Stream:	CTRL + 2 (PAVE NUM.)	Clear
		Start Recording:	CTRL + 4 (PAVE NUM.)	Clear
		Stop Recording:	CTRL + 5 (PAVE NUM.)	Clear
		Start Replay Buffer:	None	Clear
		Stop Replay Buffer:	None	Clear
		Save Replay Buffer:	None	Clear
		Record from Replay Buffer:	None	Clear

These options are probably self explanatory. Uncheck "Use Push-to-talk" if you want your device to just record all the time. However if you have any static or white noise in the background, or if your device tends to modulate, you probably should have it selected.

You can set a button or combo of buttons you would like to use for a given feature by clicking into the box and simply pressing whatever combo of buttons you would like it to be.

II. Streaming

1. Scenes and Sources

File Setting	s <u>P</u> rofiles	Scene Collection	<u>H</u> elp			
		New Duplicate Rename Remove				
		Import Export				
		 Classic Gam 	e1280x720			
		Music Scene				
		Personnal W	ebcam			
		Random Sce	ne	or "Preview Stream" to begi	n	
		Raw Scene				
		Terraria				
		Video Scene				
Scenes:		Sources:		_===		
Intro	33770	Machinist	Mind			
Game(16:9)12 Window(4:3)1	80x720	Picture na	ame			
Desktop	2002/20	Picture Li	nk	Settings	Start Streaming	
-controp		✓ Image		Edit Scene	Start Recording	-
				P CONTRACTOR CONTRACTOR		
				Global Sources	Preview Stream	_

Streaming on OBS is done through using various "sources". We will go over the types of sources in a moment, but you can think of a source as like a "box" or a "layer" on an art program. You can add everything from windows that you have open (a tab in a browser for example), to images and videos that you have saved to your computer. For example, common sources may be of a skype call, the IRC chat, a game you are playing, a youtube video page, and and so on.

Profile: SettingsTes	stPonMarkII - Sc	enes: sampletest - Op	e — 🗖 💌
File Settings Profiles S	cene Collection He	lp	
	Inecraft 18	Velcome to Hor Singles auer Multetauer Minecraft Heales Options: Quit Gene	se Stream!
Scenes: Scene1 HorseStream	Sources: Minecraftwindow SomeText		
· · · · · · · · · · · · · · · · · · ·	Applejack	Settings	Start Streaming
		Edit Scene	Start Recording 🛛 🔻
		Global Sources	Stop Preview
		Plugins	Exit
0:01:2	26 (Preview)	Dropped Frames: 0 (0.00%)	FPS: 30 137kb/s

A really poorly made sample scene.

All of your sources are saved in sets that are known as "scenes". By default, if you don't add any sources to a scene, it will just show an empty black box. You can add, adjust, and resize your various different sources within the preview window for that scene. It is a good idea to separate different sets of sources into different scenes, rather than just using one scene, and constantly using the checkbox to hide and unhide each source as you need it. For example, you may want to have a scene for an "intro screen", and then swap to the scene with your main content later. You can also use this to have different "versions" of your scenes. For example, one where the chat is larger, or one for a game that runs in a different size. Another common (potentially humorous) scene may include one where you simply display a fullscreen "PLEASE STAND BY" image. Getting creative with scenes and sources is one of the absolute best ways to customize your stream in interesting ways.

A Scene Collection allows you to prepare a set of scenes for specific events. It is effectively a "folder" for different sets of scenes. Imagine that you have a video show. You can prepare specific scenes for it. You want to show an art show, you can create a collection of scenes where your software is set up properly. And then you also have a gaming stream, and you want more scenes for that. Rather than having your list of scenes just get longer and longer and longer, and having to remember which scenes were for which shows, dividing them into separate scene collections is a great way to stay organized.

2. Using Scenes & Audio

Basically, you'll often be switching from different scenes to others. Remember, each scene will contain whatever different sources you put into them, such as your game, a picture, your webcam, etc. Before we explain the different types of sources, first a key thing to remember: **The Right Click is your friend**.

First, hit **Preview Stream** (or Start Streaming, if it is correctly configured and you want to do a live test) to see how it actually looks, and then you'll be able to move, resize, and edit your scenes through the preview window.

When you click **Edit Scene**, you will go into edit mode. During this time, the Edit Scene box will stay highlighted, and you will now be able to actually use your mouse to drag around and resize the different sources right on the preview box. Click Edit Scene again to exit edit mode.

😚 Profile	e: SettingsTe	stPonMarkII - S	cenes:	sampletest - Ope	- 🗆 🗙
File Setti	ngs Profiles	Scene Collection H	lelp		
			Welc	ome to Horse	Stream!
	Projector		•		
	Fullscreen Pr Preview	eview Mode	, X		
	Add		•	Sinatestaven	
	Order			Multiplegen	ALC: NO.
	Position/Size	9		Fit to screen	Ctrl-F
	Remove	D	el	Reset Size	Ctrl-R
	Rename			Reset Cropping	Ctrl-Alt-R
	Properties			Center	Ctrl-C
Scenes:		Sources:		Center Horizontally	Ctrl-Alt-C
Scene1 HorseStre	am	Minecraftwindow	v	Center Vertically	Ctrl-Shift-C
		Applejack		Move to Left Edge	Ctrl-Alt-Left
				Move to Top	Ctrl-Alt-Up
				Move to Right Edge	Ctrl-Alt-Right
_				Move to Bottom	Ctrl-Alt-Down
	0:10	:51 (Preview)	Dropp	ed Frames: 0 (0.00%) FPS	: 30 🚺 138kb/s 📑

Right-clicking on a source in the preview, you can perform various options on it, such as centering it, changing the order of the source (as in, what is layered on top of what), and so on. Arrange your scenes as you want them to be displayed. As well, the source you currently have selected will display a red border around it. Grab one of the edges or corners to resize it. Quick Tip: Hold ALT while you drag to crop the source to your liking. Edges of the scene that are cropped will display in green rather than red when they are selected.

You can also manage the audio levels of your stream by clicking and dragging on the red volume ladders, on the right side of the screen, above the buttons. You can tell if your voice or volume is too loud or soft by the green bar that fluctuates

underneath it as your sound is produced. You can also quickly mute either your mic or computer for the stream by simply clicking on the red volume ladder.

Profile: Settings	TestPonMarkII - So	cenes: sampletest - O	pe — 🗖 🗙			
File Settings Profiles	Scene Collection H	elp				
VO We	lcome to H	lorse Stream				
Multiplayer						
	Mineor	aft Realms	astory rank really means nothing			
	Options	Quit Game good	CUT DOWN TH			
		@Cric	screens menu screens menu screens			
Minecraft 1.8		Copyright Mojang	"Do not distributel			
		So, Iv Also, F	wan't latering tooking, what do they need to do? T'S WINDY, WOODOODO, WOODO,			
		Send	nessage.			
Scenes:	Sources:					
Scene1	Applejack					
HorseStream	ChatWindow	Sottingo	Ctart Streaming			
	SomeText	Seungs	Stan Streaming			
	Minecraftwindow	Edit Scene	Start Recording			
		Global Sources	Stop Preview			
		Plugins	Exit			
0	:24:40 (Preview)	Dropped Frames: 0 (0.00%)	FPS: 30 192kb/s			

3. Using Sources

As you can see in this screenshot, we rearranged some of the sources from earlier, added the IRC chat, made it slightly transparent, and here we are.

But how exactly do we use sources in the first place?

By right-clicking in the sources box or the preview window, you can add new sources.



When you first create the source, or later if you right-click on them and select "properties", you can edit them.

Also, you can hide/display the sources by clicking the checkbox next to the source. Imagine you want to hide a death counter, but show it momentarily when you die. Bam, that's where you put it. Or perhaps fit it in an empty corner? You'll think of ideas and find places for things as you use the program. Experiencing the software will always teach you more than just reading a tutorial!

For now, lets actually go over the types of sources you can add, and the settings for each of them.

a) Window Capture

Window Capture				×
Window: Circuit	lane - hitbox	- Mozila Firef	iox 🗸	Refresh
Inner Entire Capture mouse cursor Capture Layered Windows Compatibility Mode	Window Window			
Gamma:	00	•	9	1.00
Sub-Region	_			
Sub-Region				
Position:	0	40	Select Region	
Size:	1313	743		
Color Key				
Use Color Key:				
Color		Select		
Similarity (1-100):	10 *			
Blend (1-100):	0			
Set base resolution			ОК	Cancel

- Window: Here you select, well, the window you want. Note that windows that you have minimized may not show up on the list. Keep in mind that Window Capture is not the go-to for all things in a window, e.g. there is a specific type of capture for game capture, so you may as well use it. However, sometimes, it doesn't work, or maybe you're playing on an emulator, so don't be afraid to try Window Capture too.
- Inner Window or Entire Window: Chooser Inner, it looks better in almost all cases. Otherwize, you will see the minimize, maximize, close window buttons, and so on. Depending on your OS and theme, selecting Entire Window may even look slightly broken or distorted, or transparent showing what's underneath.
- Capture mouse cursor: This is up to you. Sometimes, you may just want it hidden.

- **Capture Layered Windows:** Checking this activates the capture of windows overlapping this window. Note that it is for this setting that keeping Windows Aero was important. If Windows Aero is disabled, overlapping windows will always be displayed. This should usually be kept unchecked though. Being able to show windows, even those that you don't have showing on your monitor, is a great asset. For example, not having to keep a YouTube playlist showing on your screen as you play a game, but still letting the stream see the video.
- **Compability Mode:** Captures to RAM before uploading to the scene. This mode is primarily as a last-resort option for multi-GPU laptops and systems where capturing has issues. ...You can probably ignore this.
- **Gamma:** Change the Gamma of your capture.
- **Use point filtering**: If selected, objects (such as sprites) stay "sharp" when resized, rather than blurred. (May look good or bad depending on the content.)
- **Opacity:** Adjust the transparency.
- **Sub-Region:** If you want to capture a specific part of a window, you can do it here. Enable and click on **Select Region**, a pop-up in the window will appear, and you can resize it. Note that this defines the maximum border of the source-you can not later just Alt+Drag when resizing the source on the preview window to expand past this sub-region.
- **Color Key:** If you want to make just part of your window transparent, this is how you do it. This is effectively choosing a color to act as a "green screen".

b) Monitor Capture

Monitor Capture	×
Monitor: 1 Capture mouse cursor Capture Layered Windows Compatibility Mode Gamma: Use point filtering Opacity: 100	1.00
Sub-Region Sub-Region Position: 0 0 Select Region Size: 1920 1080	
Color Key Use Color Key: Color Select Similarity (1-100): 10 • Blend (1-100): 0 •	
Set base resolution	OK Cancel

The settings here are the same deal as with Window Capture. The difference between the two is that this simply captures your monitor in its entirety, rather than just specific windows. It generally looks better to use collections of Window Captures than it does to use a Monitor Capture. However, it might be a good idea to keep a scene that is just a single monitor capture, for if you just quickly want to show something, such as an image you were linked, and so on. Your results may vary if you try using this when playing a fullscreen game. Remember that there is specific source for game capture that we will get to momentarily.

c) Image & Image Slide Show

5	Color]	
	Opacity:	100		3
	Check for file changes:			
Color Key				
	Use Color Key:			
	Color			Select
	Similarity (1-100):	10	*	
	Blend (1-100):	0	*	

Show an image to the world! You could put a picture, a banner, a tag with some lowered opacity, whatever you can think of. The first "color" option will overlay a color on top of your image. The white color will make your image appear as it normally does, while any other color will tint it. Coloring an image is probably not an option you will use often, but it can potentially handy.

Time between images (seconds): 10	
Disable Fading:	
Opacity: 100	
maps:	
	Add File
	Add Folder
	Remove
	The second second
	Move Up
	Move Up

Image Slide Show works generally as you'd imagine. As a bunch of files or folders to the list, and it will transition between them. You can adjust the time, fade, and so on.

	_	
		VI
u		7 A I
/		

ext				×
Font:	Arial	~	Font Size	e: 48 📮
Color:			Bo	ld 🗌
Opacity	100		Ita	lic 🗌
opacity.	•		Underlin	ne 🗌
Scroll Speed:	0		Vertio	al 🗌
Background Color:			Use point filterin	ng 🗌
Background Opacity:	0			
]Use Outline		Use Custom Ter	xt Extents	
Color:			Size: 32	32
Thickness:	2		Wrap	Scroll Mode
Opacity:	100		Align: Left	
) Use Text From File (UTF	-8 or compatible))		
				Browse
Enter Text				
Penter Text				
			-	

Put a name somewhere, a title, enter a description... That's what **Text** does! Only a few interesting elements to describe here.

- **Scroll speed**: Make the text scroll. A website? Bam, done. Remember to put some space after the text though, otherwise it will repeat over and over without time to exit the screen first.
- **Use Outline**: A setting that can be very very appreciated. Say, if you use white text, and add a dark border, it can be much more readable.

Other than that, most should be basic components. Remember to experience the software for yourself as well!

0	Video	Canturo	Device
e		Capture	Device

Device: U	SB2.0 UVC HD W	/ebcam	~	Configure	Refresh
Flip Image Vertically		Use po	oint filtering		Open Crossb
Flip Image Horizontally			Opacity 10	0	
Deinterlacing: No	one		~	Pr	reserve Source Siz
Top Field First 🔾		Bottor	m Field First 🔿		Use GP
Custom Resolution:			Audio Inou	t Device:	
Resolution	1280x720	\sim	Disable		
FPS:	30	\sim	DISCOL		Configure
Use Output Format	MJPG	~			Configure
Use Buffering (milliseconds):	0				
Color Space	Auto	~	Output	audio to stream only	1
Use Full Range	:		Audio S	ync Offset (millisecor	nds): 0 🌲
Chroma Key			Output	audio to desktop	
Use Chroma Key			Use Wave	Out audio renderer	
Color:	S	elect	10	Gamma: 1	.00
Similarity (1-1000):	0		-	_	
Blend (1-1000):	80 🌲				
Spill Reduction (1-1000):	50 🌲				

In this source, **you can set a video capture device**. A **webcam**? Simply select it and you're done, you have your webcam source! This also allows you to use a **video capture card**, so we'll explain that as well.

- **Device:** Select your device. The configure button might bring you to the software you're using to use this device, such as a webcam manager ora video capture card manager. Click refresh if you don't see your device for some reason.
- Flip Image: If you want to flip it. Simple enough. This can be useful for webcams, if you'd rather it show up like a "mirror" effect it might be easier to orient yourself this way.
- Deinterlacing: If you want to make it look smoother.

- Video section: If you want to resize your video input at a precise level. When you use a video capture card, you may have already configured a part of these settings on the manager for the device, so you might not want to touch most of this.
- Use Buffering (ms): Remember earlier when we talked about delays? Imagine you film yourself as you capture a game on your Wii. Like the audio delay on the microphone (See Section I.3.e)), you can delay your webcam or video to make sure things stay synced. Remember to test out these settings on a preview beforehand!
- **Chroma Key section:** Again, this lets you select a color that you'd like to use to act "transparent". Unless you're sitting in front of a greenscreen (or a very very clean wall), this will probably be irrelevant. (Or maybe you can try turning your skin into nebulas, have a blast.)
- Audio section: If you want to add an additional audio capture.

f) Game Capture

Game Capture							×
 Select Applic 	ation						
	Application:	[soffice]: Sans nom	1 - OpenOffice Writer		~	Refresh	
O Use Hotkey							
	Set Hotkey	F12					
		Stretch image to	screen				
		Ignore aspect rat	tio				
		Capture mouse c	ursor				
		Invert cursor on	dick				
		Anti-cheat compa	atibility hooking (use only if ne	cessary)			
		Enable alpha blen	nding				
	Gar	mma:		1.00			
					^		
					× 1	OK CT	a cal
					1	UN Cal	ICEI

And here it is, the source that was mentioned again and again. It is a source specialized in video game capture: the framerate will look better, the textures will be smoother, all kinds of benefits. You will usually want to try to use this first before a window capture, and your game will look better.

- **Application:** Select a currently running game to be captured, even if it's in fullscreen. Refresh to update the list.
- Use Hotkey: Specify what program to capture via a hotkey instead of selecting it from the dropdown. Basically, whatever the most recent application is in which you have pressed the hotkey, it will switch the scene to show that. (Note that you press the hotkey to select the window AFTER pressing ok to save these settings.) This can possibly be useful if you have a game that for some reason doesn't want to show up on the application list, such as a minimized fullscreen game. But keep in mind that if you attempt to switch this to an application that isn't a game, such as a browser, the capture can break and it will just show black.
- Stretch image to screen: If you are running a game in a small window, there might be some extra "empty space" around the source's border when you try to edit it. Check this to automatically stretch the image to the full of the source.

To demonstrate visually, lets take a game that has been reduced to a very small window size. The first image here has it unstretched, while the second image has it stretched:



• **Ignore aspect ratio:** Goes along with stretch image to screen. If this is selected, it will fit the image to the size of the source, regardless what the size/resolution you are actually playing at. This can result in some heavily warped results - it is generally recommended to keep this unchecked. Again, a visual example:



- **Capture mouse cursor:** If you want to manually hide your mouse cursor, you can uncheck this. Note that if you are playing a game that already hides your cursor, you won't have to worry about this. This is most relevant in a situation where for some reason your cursor is not disappearing, you can hide it for the stream.
- **Invert cursor on click:** Makes your cursor flicker inverted colors when you perform clicks. Can make it more noticeable when you perform clicks, or can end up just looking busy. Your choice.
- Anti-cheat compatibility hooking: Some games prevent "hooking" other software as a means of potentially preventing software used for cheats. If it does, you might have to check this, or OBS might not work with the game.
- Enable alpha blending: Allows the alpha (the transparency) of a capture to be utilized. If have an application that acts as an "overly" to something else, and add it through game capture, you will need this selected to work correctly. You will *probably* never need to worry about this, particularly if you are just playing a normal game.

III. Final words 1. MikeNized

That's pretty much what I have to say on OBS. It requires some configurations but hell it is way more powerful than Procaster and as useful as Xsplit. It takes time to configure it but that's why you have this tutorial. And then, you'll test new scenes, new features...

Yes, it cannot easily multi-stream like Xsplit does but honestly, I don't want to split my data bandwidth for multiple streams, since I barely have 1MBits of upload. As well, if you want to stream on Livestream and Hitbox at the same time, if you use Xsplit, it will use the quality of Livestream on your Hitbox account, that's a waste.

2. CCZeroFire

I can barely put into words how much I appreciate this program. I have no idea how I managed to get through streams being satisfied with what I saw back when I used to use Procaster. I honestly think OBS is even better than Xsplit, offering a bit more creative freedom and usability. Once you get past the complicated configurations, I find the ease of moving and managing sources and scenes and whatnot just becomes super intuitive, and provides just endless potential. You can get impossibly creative and have endless amounts of fun layering different windows and images. I used to dread encountering Procaster's various glitches, but now they're a thing of the past and it's been nothing but a breeze. I really hope you enjoy using OBS, and create something super interesting! Have fun on the stream!

III. Contact

If you have any questions on how to use OBS, please contact:

- MikeNized if you have questions about the software or streaming services.
- CCZeroFire about how to use the software and the settings in OBS



Yes, I drew it, and I'm not ashamed. ~MikeNized

(6) : karazuinc





CoalDust drew this for me. It's adorable. <3 ~CCZeroFire

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