

# VLive Pro Configuration Manual

GENERAL INFORMATION	
DEFINE STREAM	4
Option 1: Exclusive Protocol (Bonding)	6
Option 2: Custom	7
"Skip" Button	
DEFINE SCENES	11
Create a New Scene	11
Edit Created Scene	12
Create a Widget	14
Edit Created Widget	15
Configure Scene Transitions	16
Reload Widgets	17

## **GENERAL INFORMATION**

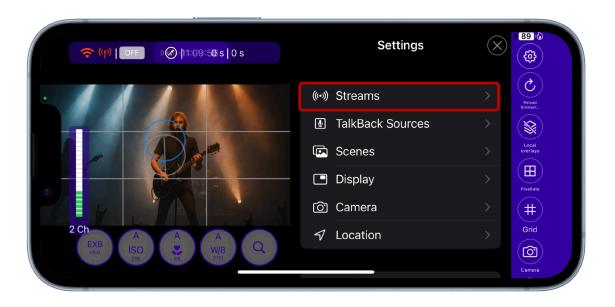
This manual aims to guide the user through the initial configuration of the two most important features of the application: **Define Stream** and **Define Scene**.

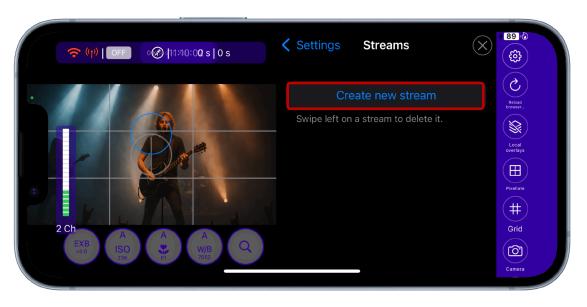
## **DEFINE STREAM**

At this stage, the user must choose how the live video will be sent. There are two main options:

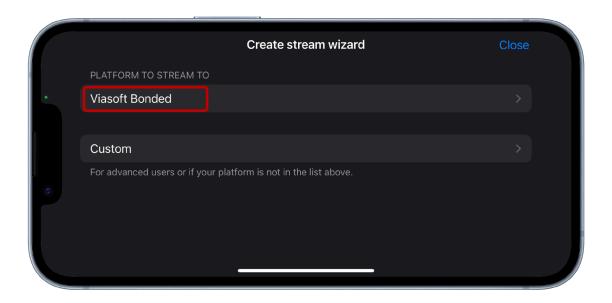
• To access stream settings, follow the path shown in the images.

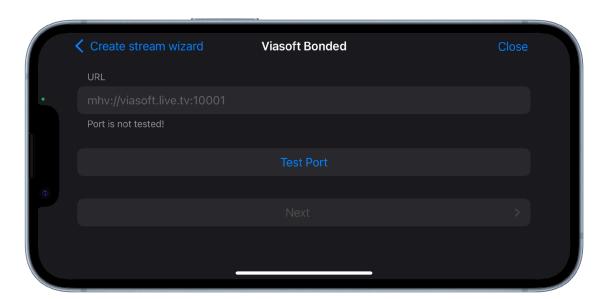






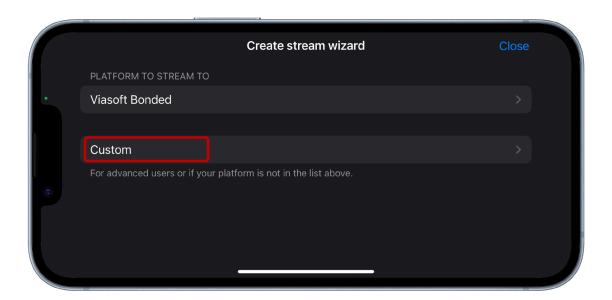
## **Option 1: Exclusive Protocol (Bonding)**

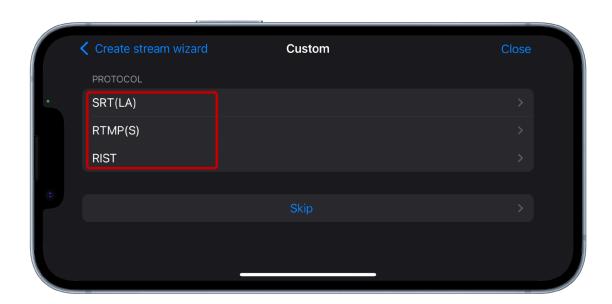




- This is the recommended option and a distinctive feature of the app.
- Uses a proprietary protocol developed alongside the equipment to perform bonding.
- Ideal for ensuring stability under adverse network conditions.

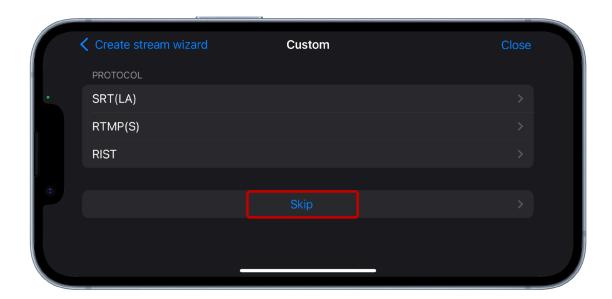
## **Option 2: Custom**



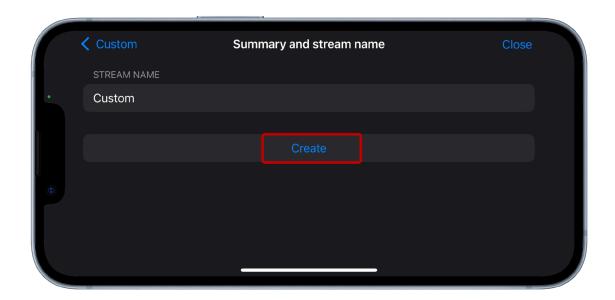


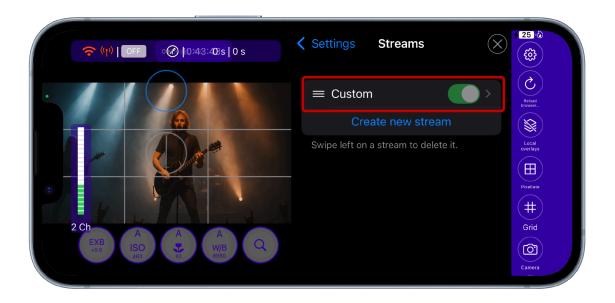
- Allows configuration using standard transmission protocols:
  - o SRT
  - RTMP
  - o RIST
- After selecting an option, the user will be directed to a detailed configuration screen.

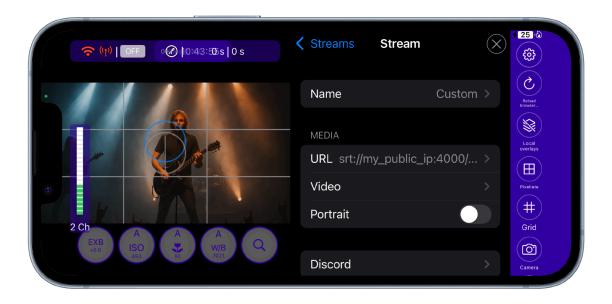
# "Skip" Button



- If the user prefers to configure a custom stream, they can click "Skip".
- They will be redirected to a screen where it's possible to set up a custom stream.



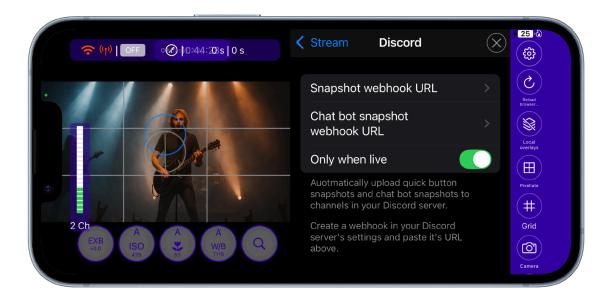




- On this screen, the following settings are available:
  - URL: The user can input a custom streaming URL.
  - o Video: Options for resolution, FPS, and Low Light Boost (LLB).



- o Portrait
- Discord (context needed might refer to integration or mode)



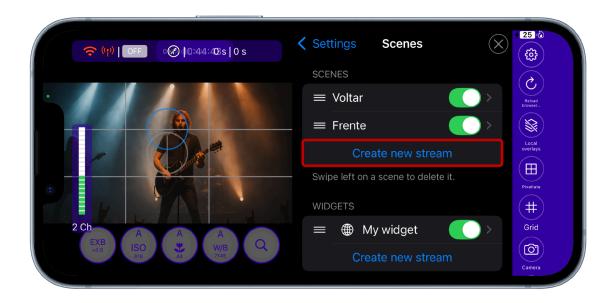
#### **DEFINE SCENES**

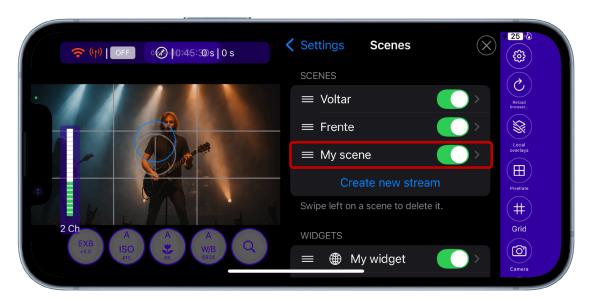
At this stage, the user sets up the visual elements of the stream.



### **Create a New Scene**

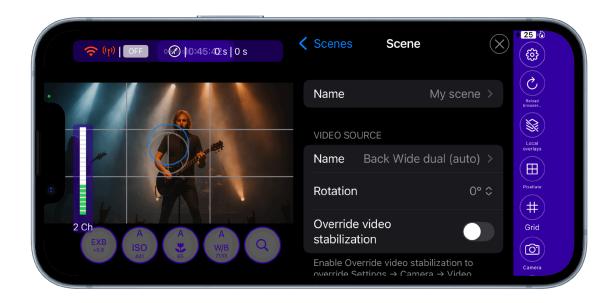
- Click "Create new stream" to generate a scene with the default name "My Scene".
- The scene comes with default settings.





## **Edit Created Scene**

By clicking the created scene, the user can adjust:



#### Scene Name

#### Video Source:

- back wide dual (low energy)
- back wide dual (auto)
- back ultra wide
- back wide
- front wide
- screen capture



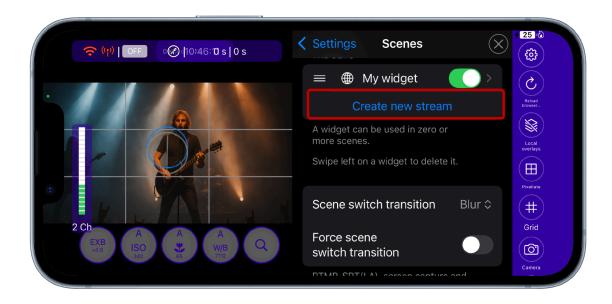
#### • Camera Rotation:

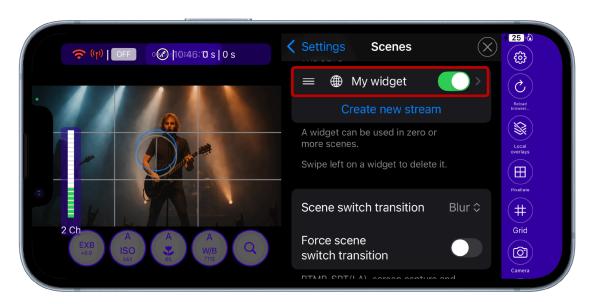
- o 0°, 90°, 180°, or 270°
- Override Video Stabilization (enable/disable)

• Add Widget (see next topic)

## **Create a Widget**

- Click "Create new stream" in the widgets section.
- A widget with the default name "My Widget" will be created.





## **Edit Created Widget**



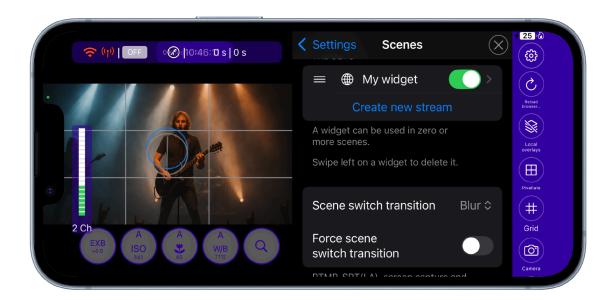


#### Available settings:

- Name
- Type:
  - browser, image, text, crop, map, scene, QR code, video source, scoreboard
- URL
- Style sheet
- Audio Only (enable/disable)
- Width and Height (in pixels)

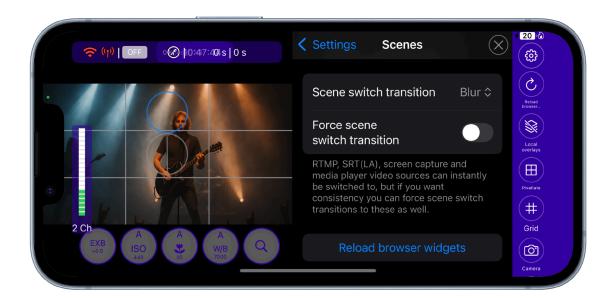
- Scale to Fit Video Width (enable/disable)
- **FPS**: from 0 to 15

# **Configure Scene Transitions**



- Transition Type:
  - Blur
  - Freeze
  - Blur and Zoom
- Force Scene Switch Transition (enable/disable)

# **Reload Widgets**



If any widget has issues, there is a button to reload browser widgets.