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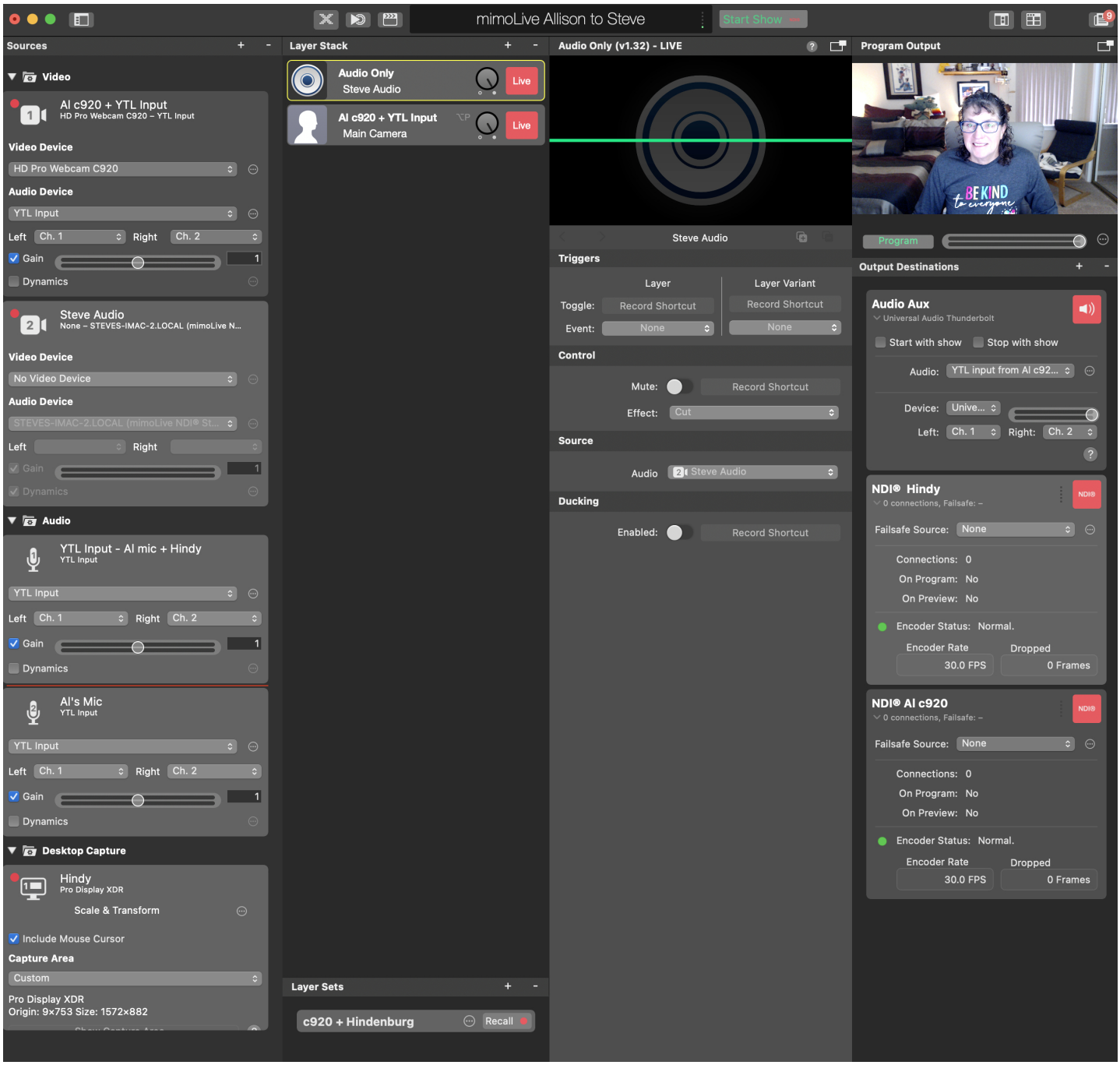
1. Main window

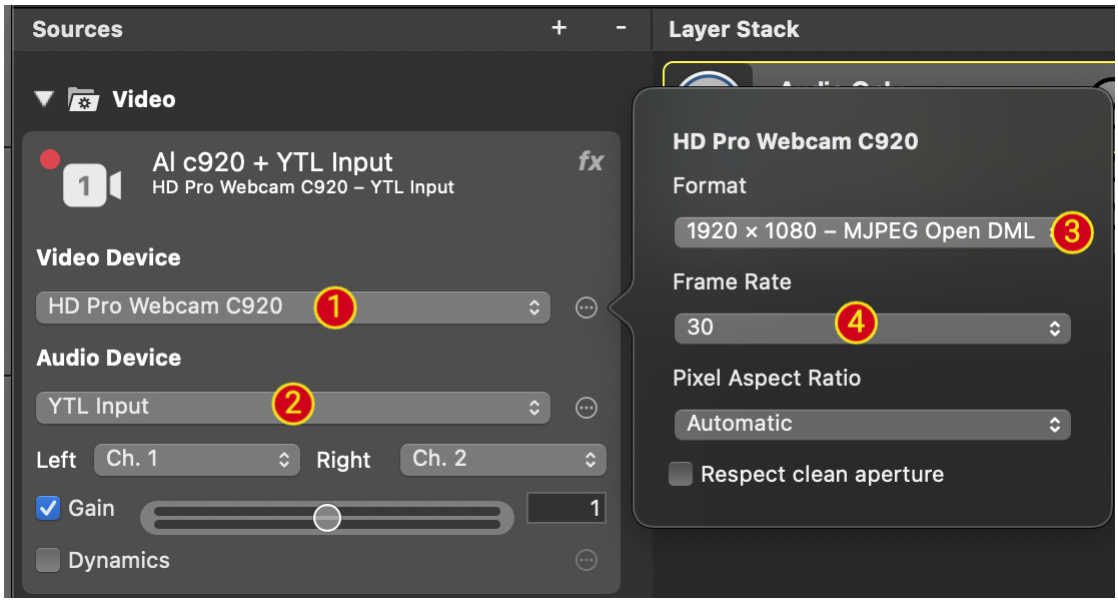
Steve isn't broadcasting here, but everything esles is live



2. Video Source - Al c920 + YTL input source

1. Video set to Al's Logitech camera
2. Audio set to YTL Input
    a. YTL Input is a virtual source created by Loopback, and is a combination of Al's mic + Hindenburg.
    b. Al's mic is a virtual source that is essentially Al's mic but sweetened
3. Format 1920x1080
4. Frame Rate 30fps

This is how Steve hears Al + Hindenburg!

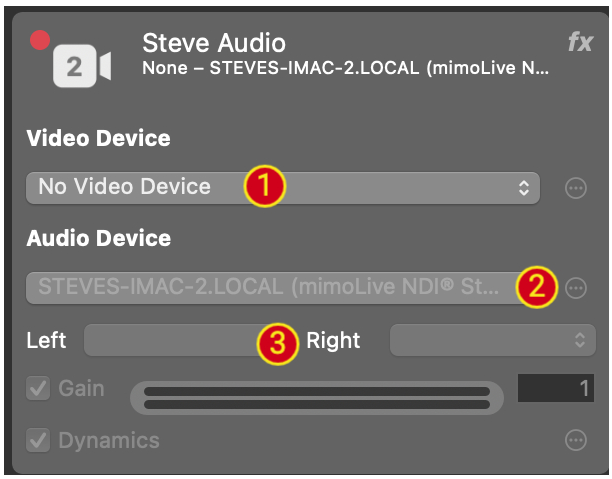


3. Video Source - Steve's Audio

I know it makes no sense for this to be a video source, but work with me here.

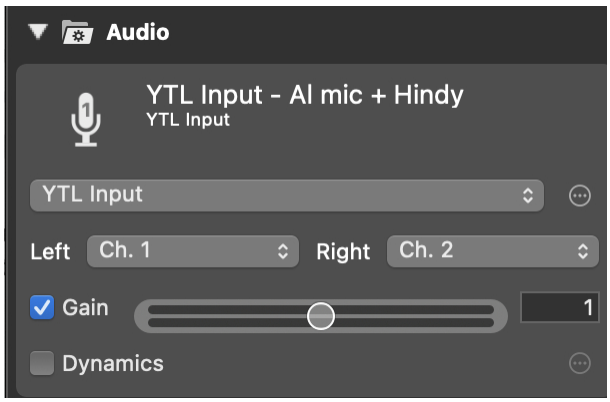
1. No Video Device
2. Audio Device
    a. Greyed out here because Steve isn't active but it will be this NDI source mimoLive creates on his end
3. The left channel will say 1 when he's active.

If Al can't hear Steve, toggling the left channel from 1 to 2 and back *sometimes* fixes it.



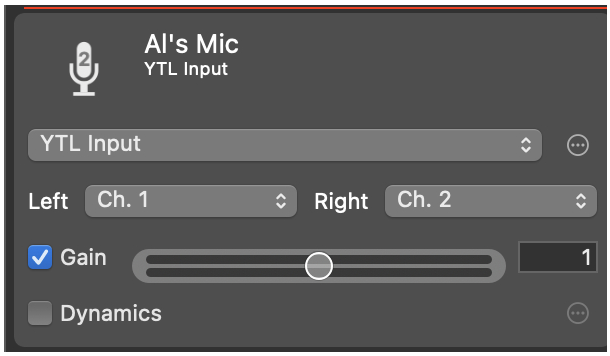
4. Audio Source - YTL Input

Not entirely sure what function this provides. The Video source entiteld Al c920 + YTL Input is what actually let's Steve hear and see Allison.
Might be vestigial?



5. Audio Source - Al's Mic

Al's Mic is created by Loopback and is Allison's Heil PR40 into Shure MVi and processed

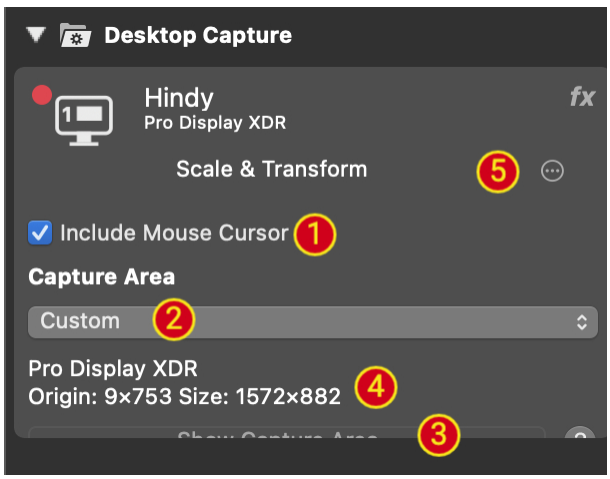


6. Desktop Capture Source - Hindy

This creates an NDI source of the portion of the screen where Al keeps Hindenburg. It allows Steve to broadcast video of Hindenburg

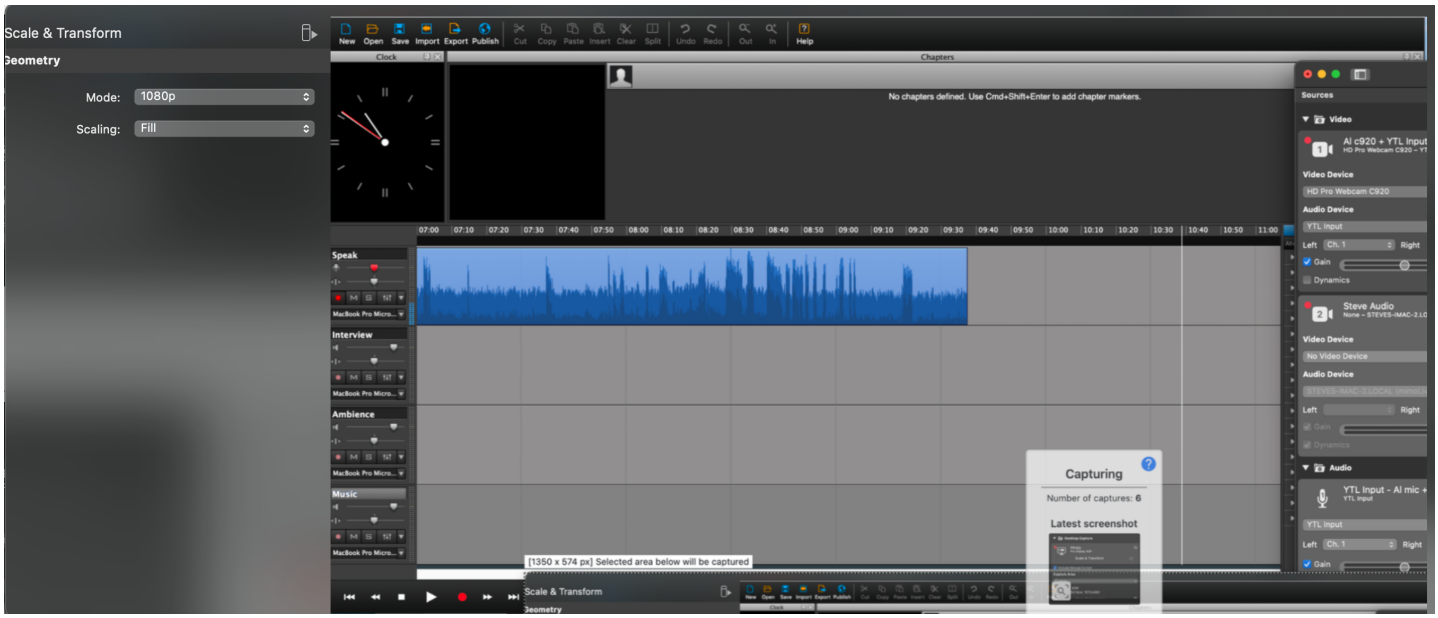
Goal is to have Hindenburg as big as possible on Al's screen, allow Steve to receive something close to 1080p in a 16x9 aspect ratio.

1. Include Mouse Cursor
2. Custom (because I can't quite fit a 1080p version on screen)
3. Using Show Capture Area, drag to size near 1572x882 (sort of arbitrary but it's a ratio of 1.78)
    a. Note button is partially hidden, temporary graphics glitch in Big Sur
4. Shows area being captured
5. In order to make the size right for Steve AND the frame rate correct AND allow me to broadcast without the red warning about destination problems, we added a scale and transform (see next step)



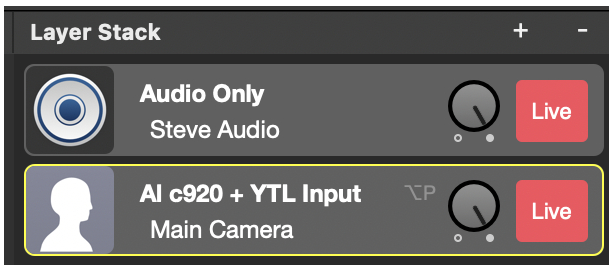
6.1 Desktop Capture - Scale and Transform

Set Mode to 1080p and Scaling to fill.

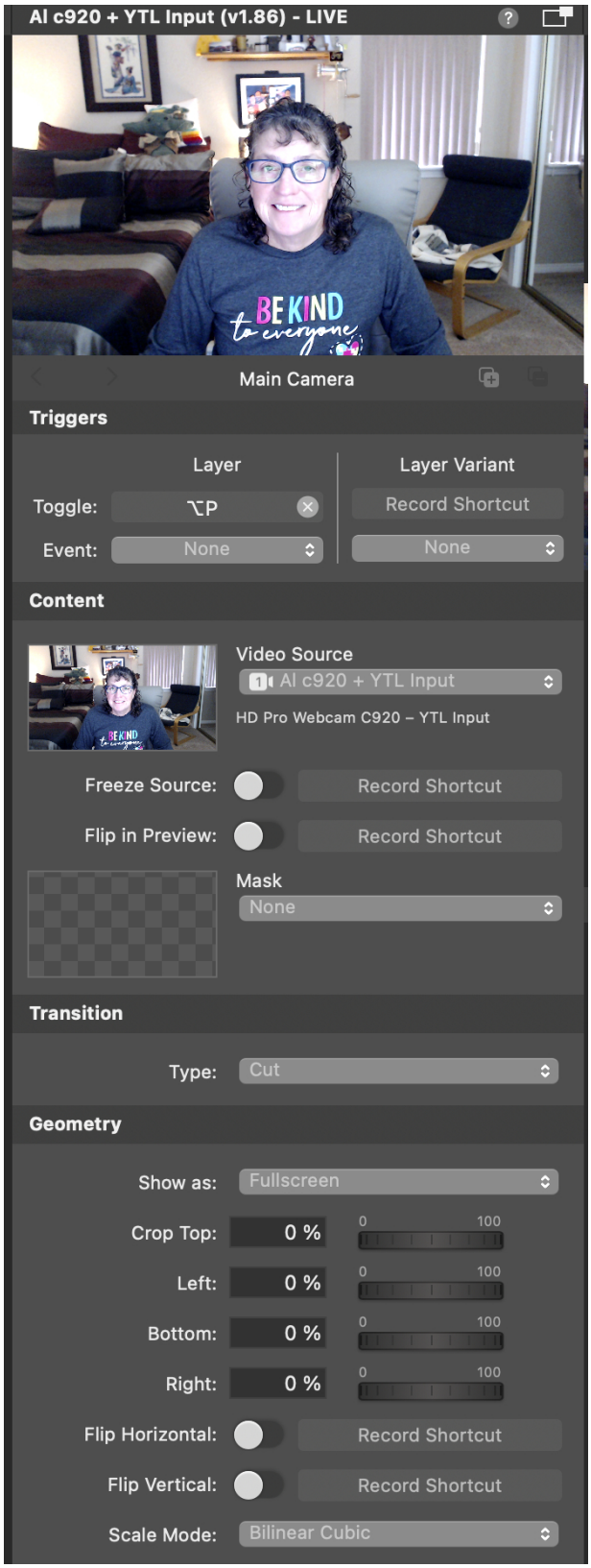


7. Layer Stack

1. Steve Audio - If selected shows Steve's waveform
2. Al's audio & video - if selected shows Al's camera and audio

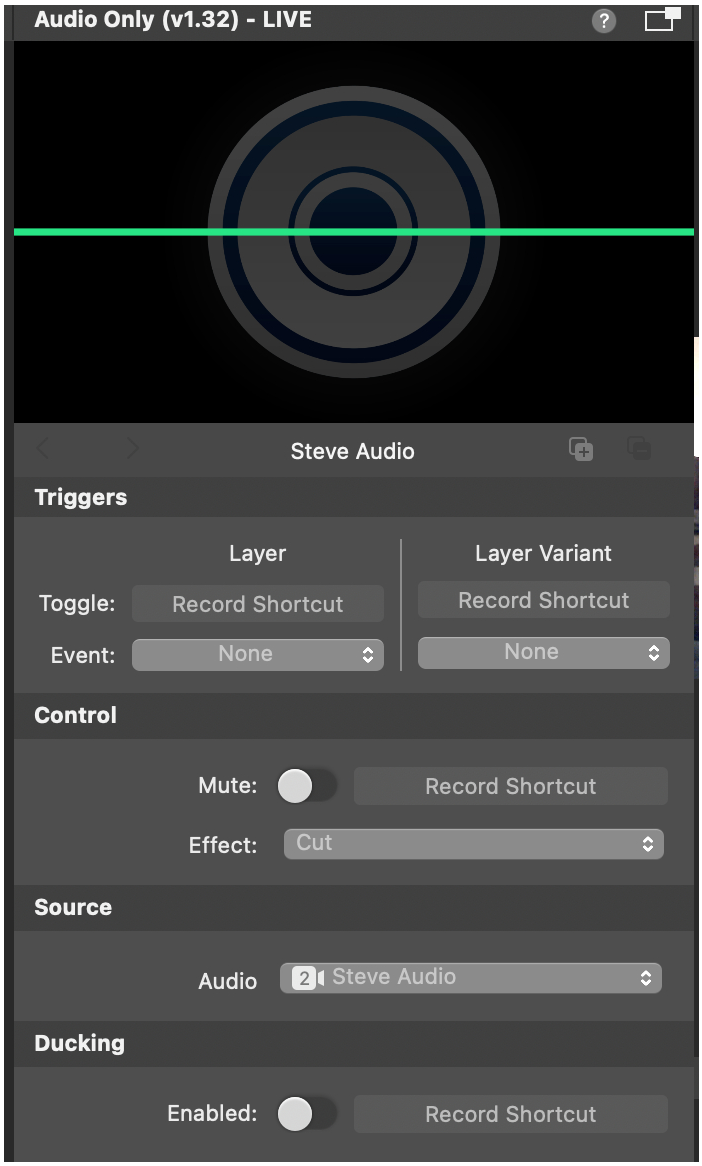


7.1 Layer Stack – Al audio & video



7.2 Layer Stack - Steve Audio

Again this would show a waveform if Steve was broadcasting to Al



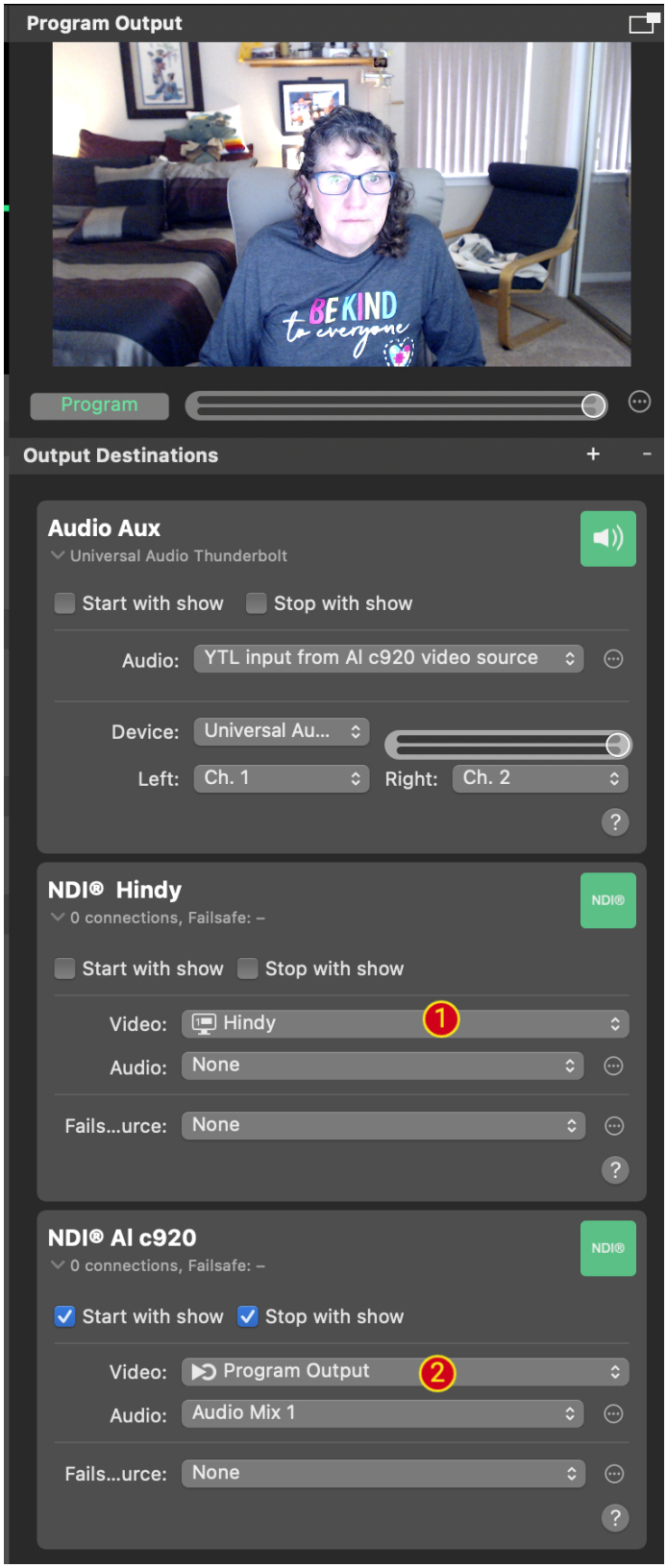
8. Program Output - NOT Live (Green Buttons)

NDI Hindy

- Video set to Hindy → Desktop Capture source we created

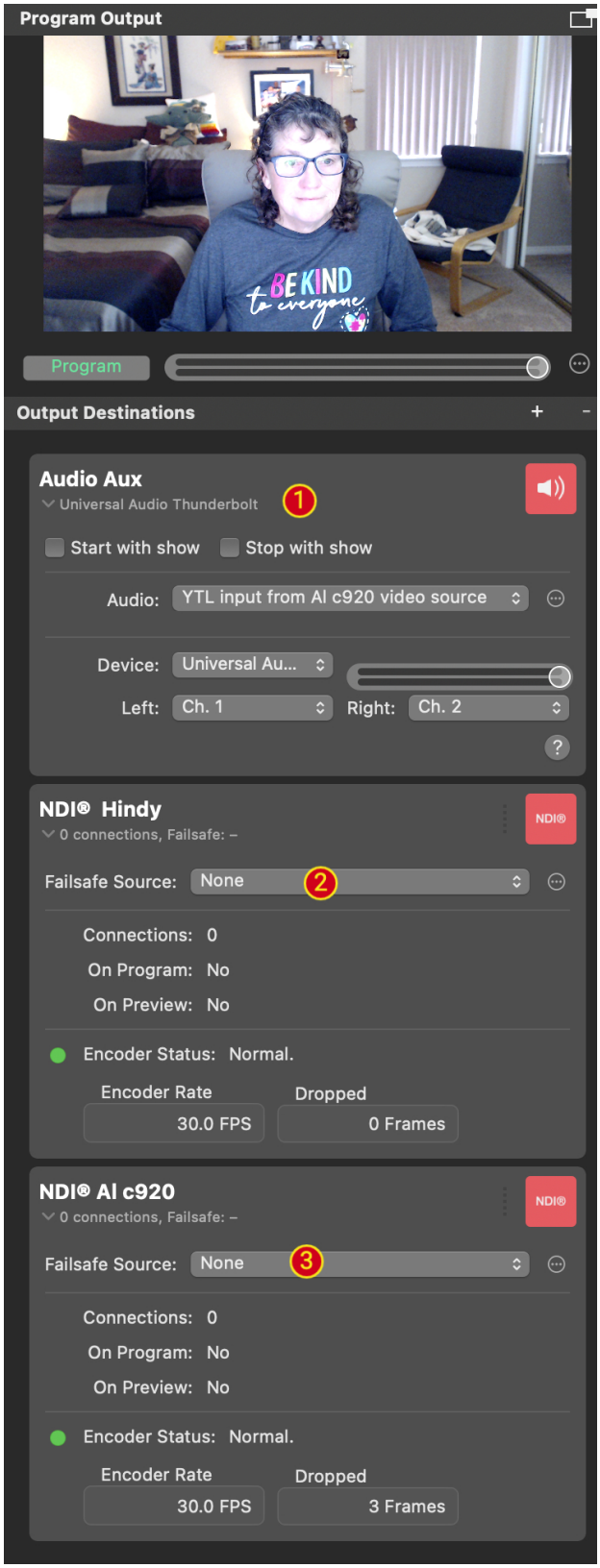
NDI Al c920

- Video set to Program Output Audio set to Audio Mix 1 (?)


Program Output
BE KIND to everyone
Program
Output Destinations
Audio Aux
Universal Audio Thunderbolt
Start with show
Stop with show
Audio:
YTL input from AI c920 video source
Device:
Universal Au...
Left:
Ch. 1
Right:
Ch. 2
NDI® Hindy
0 connections, Failsafe: –
NDI®
Start with show
Stop with show
Video:
Hindy
1
Audio:
None
Fails...urce:
None
NDI® AI c920
0 connections, Failsafe: –
NDI®
Start with show
Stop with show
Video:
Program Output
2
Audio:
Audio Mix 1
Fails...urce:
None

8.1 Program Output - Live (Red Buttons)

1. Occasionally says "unavailable" at launch. Toggle Device dropdown to fix.
2. Failsafe source None
3. Failsafe source None


Program Output
BE KIND
to everyone
Program
Output Destinations
Audio Aux
Universal Audio Thunderbolt
1
Start with show
Stop with show
Audio:
YTL input from Al c920 video source
Device:
Universal Au...
Left:
Ch. 1
Right:
Ch. 2
NDI® Hindy
0 connections, Failsafe: –
NDI®
Failsafe Source:
None
2
Connections: 0
On Program: No
On Preview: No
Encoder Status: Normal.
Encoder Rate
30.0 FPS
Dropped
0 Frames
NDI® Al c920
0 connections, Failsafe: –
NDI®
Failsafe Source:
None
3
Connections: 0
On Program: No
On Preview: No
Encoder Status: Normal.
Encoder Rate
30.0 FPS
Dropped
3 Frames

9. Configure the Show

1. Set size to 1080p 16:9
    a. This lets Steve go full screen on anything I send him, my video OR Hindenburg
    b. Note Hindy isn't that big, but will scale up just fine
2. Video frame rate has to be at 30fps or I get the **dreaded red output destination problem on Hindy**