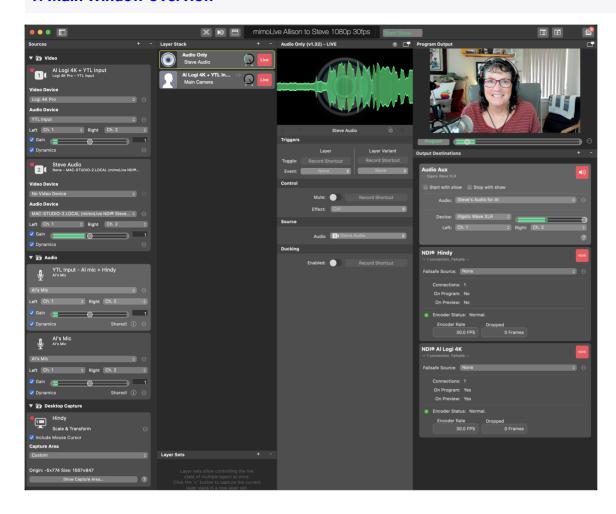


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1. Main Window Overview

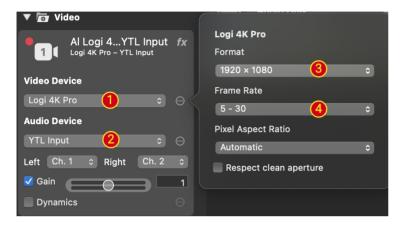




2. Video Source - Al Logi 4K + YTL input source

- 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 5 30fps

This is how Steve hears AI + 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

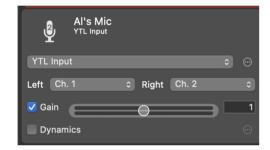
This source allows Allison to pipe the virtual audio source YTL Input to mimoLive. YTL Input is Al's mic + Hindenburg. Without this source, the audience would not hear Hindenburg playback.



5. Audio Source - Al's Mic

Al's Mic is created by Loopback and is Allison's Heil PR40 into Elgato Wave XLR and processed.

I don't believe this is used as it doesn't show in the Layer Stack.



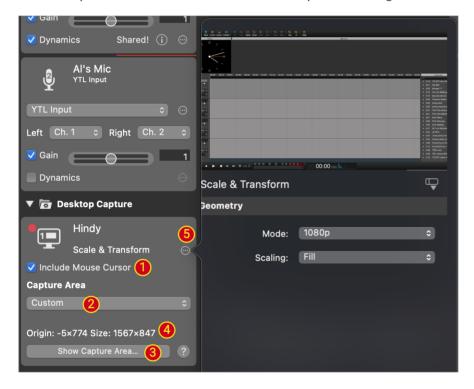


6. Desktop Capture Source - Hindy

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) size is actually set by Keyboard Maestro
- 4. Shows area being captured
- 5. Tap 3-dot menu and set Mode to 1080p and Scaling to fill.



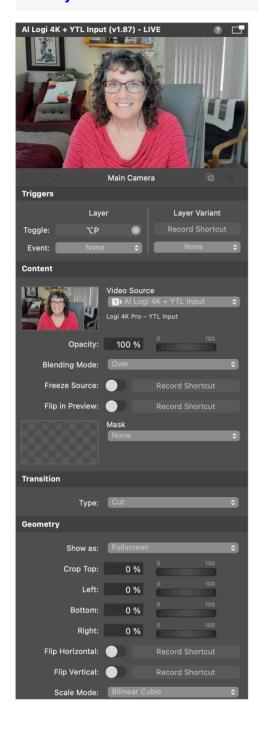
7. Layer Stack

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



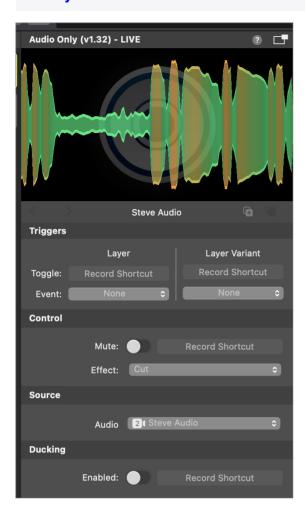


7.1 Layer Stack - Al Audio & video





7.2 Layer Stack - Steve Audio





8. Program Output Overview

- 1. All speaker icons should be **red** when it's working (if they're green then they're off)
- 2. Audio set to Steve's Audio for Al this is how Allison hears Steve
- 3. Device is set to my headphones (Elgato WAve XLR)
- 4. Steve uses this to view video of Hindy I think
- 5. Steve uses this to view and hear me





8.1 Steve's Audio for Al

- 1. Audio set to Steve's Audio for Al
- 2. Device set to Elgato Wave XLR which is Allison's headphones
- 3. Use 3 dot menu to see the Audio mix panel for this



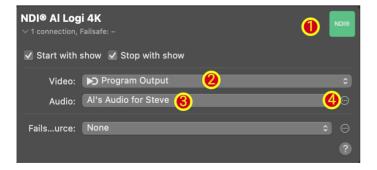
8.2 Audio Mix Panel for Steve's Audio for Al

Steve Audio must be set to solo. This allows Allison to hear Steve and not herself.



8.3 Al's Audio/Video for Steve

- 1. Note that the NDI button is green because I had to stop this block in order to see the settings. It would need to be red if we were actually broadcasting.
- 2. Video should be Program Output
- 3. Audio should be Al's Audio for Steve
- 4. Click on 3 dots to reveal Audio Mix Panel





8.4 Audio Mixel Panel for Al's Audio to Steve

Al Logi 4K + YTL Input should be solo. This is how Steve hears Allison and not himself.





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

