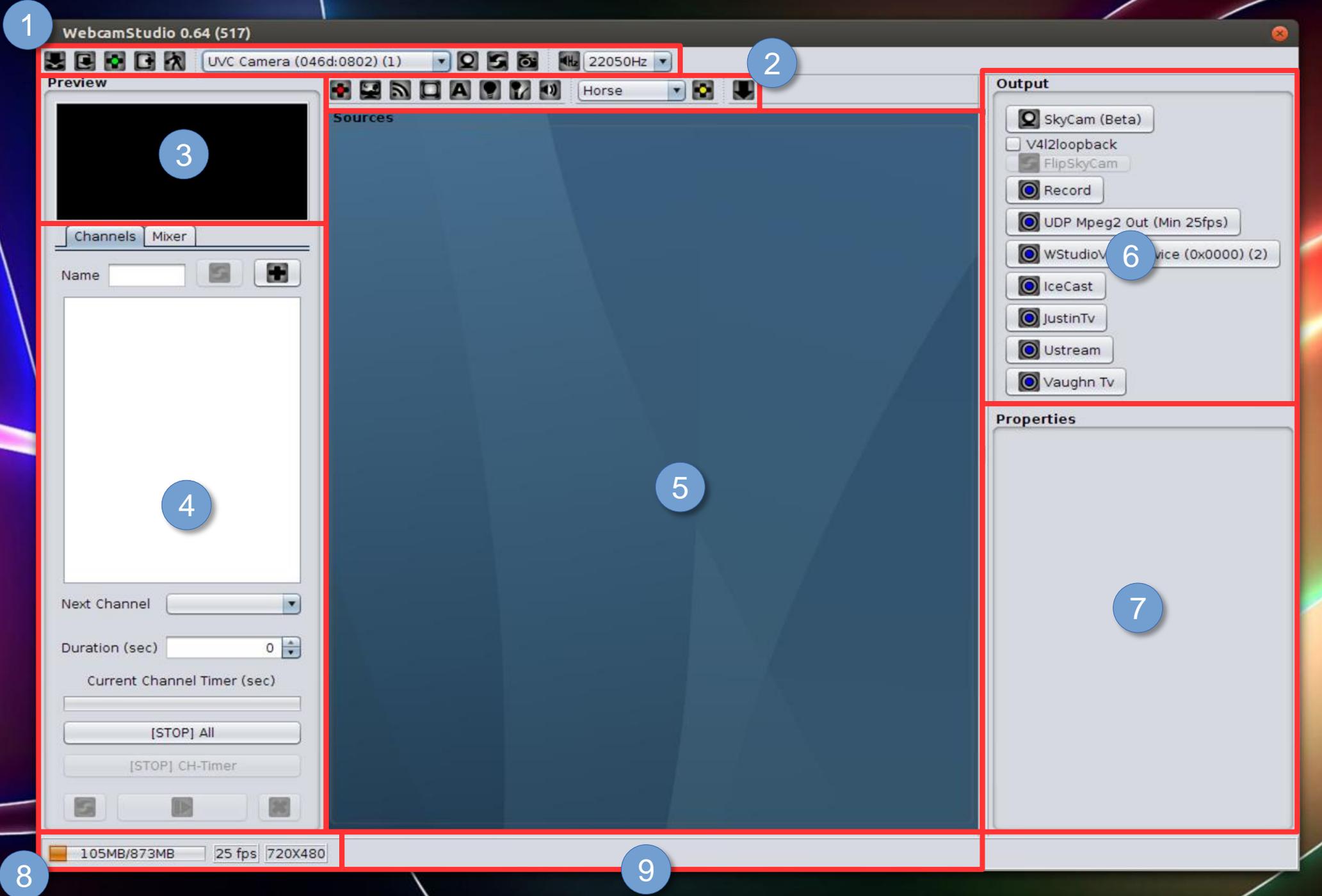


WebcamStudio 0.6x

QuickStart Guide





1

2

3

4

5

6

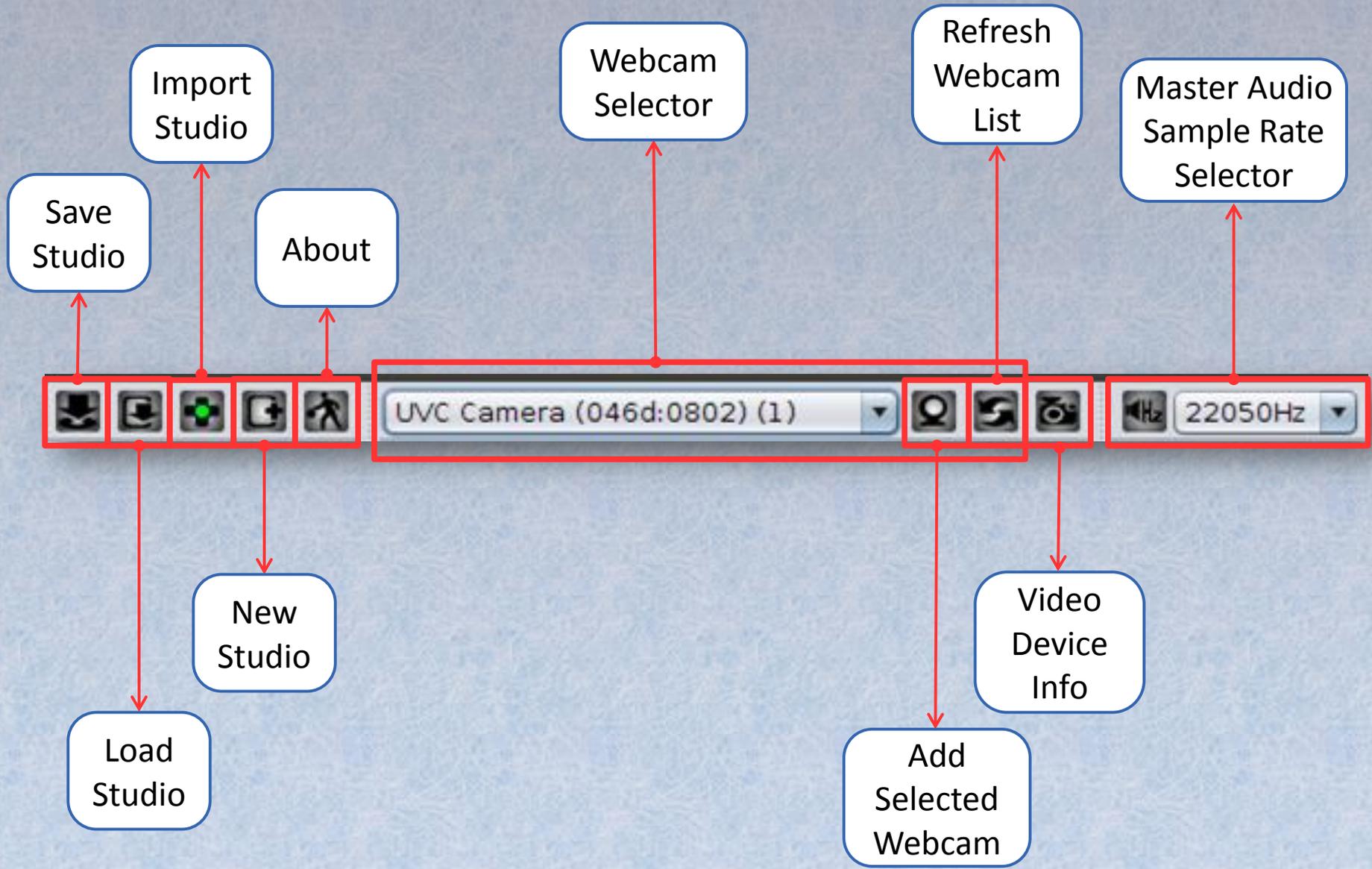
7

8

9

- 1 Main Tool-bar
- 2 Media Tool-bar
- 3 Preview Window
- 4 Master-Panel
- 5 Stream-Desktop
- 6 Output-Panel
- 7 Source Controls
- 8 Resource Monitor
- 9 Info-bar

1. Main Tool-bar



Main Tool-bar

Save Studio

Saves current Studio to a file. This operation will stop any playing Stream in the current Studio.

Load Studio

Load a previously saved Studio from a file. This operation will stop and close any loaded Stream/Studio.

Import Studio

Add a previously saved Studio from a file to the current Studio. This operation will not stop any playing stream.

About

Information about WebcamStudio.

Webcam Selector

Let you choose between detected video capture devices.

Add Selected Webcam

If pressed, adds the selected webcam in “Webcam Selector” List, to the Stream Desktop.

Main Tool-bar

Refresh Webcam List

If pressed, adds to “Webcam Selector” list all video devices plugged in after WebcamStudio starts. (Force Redetection)

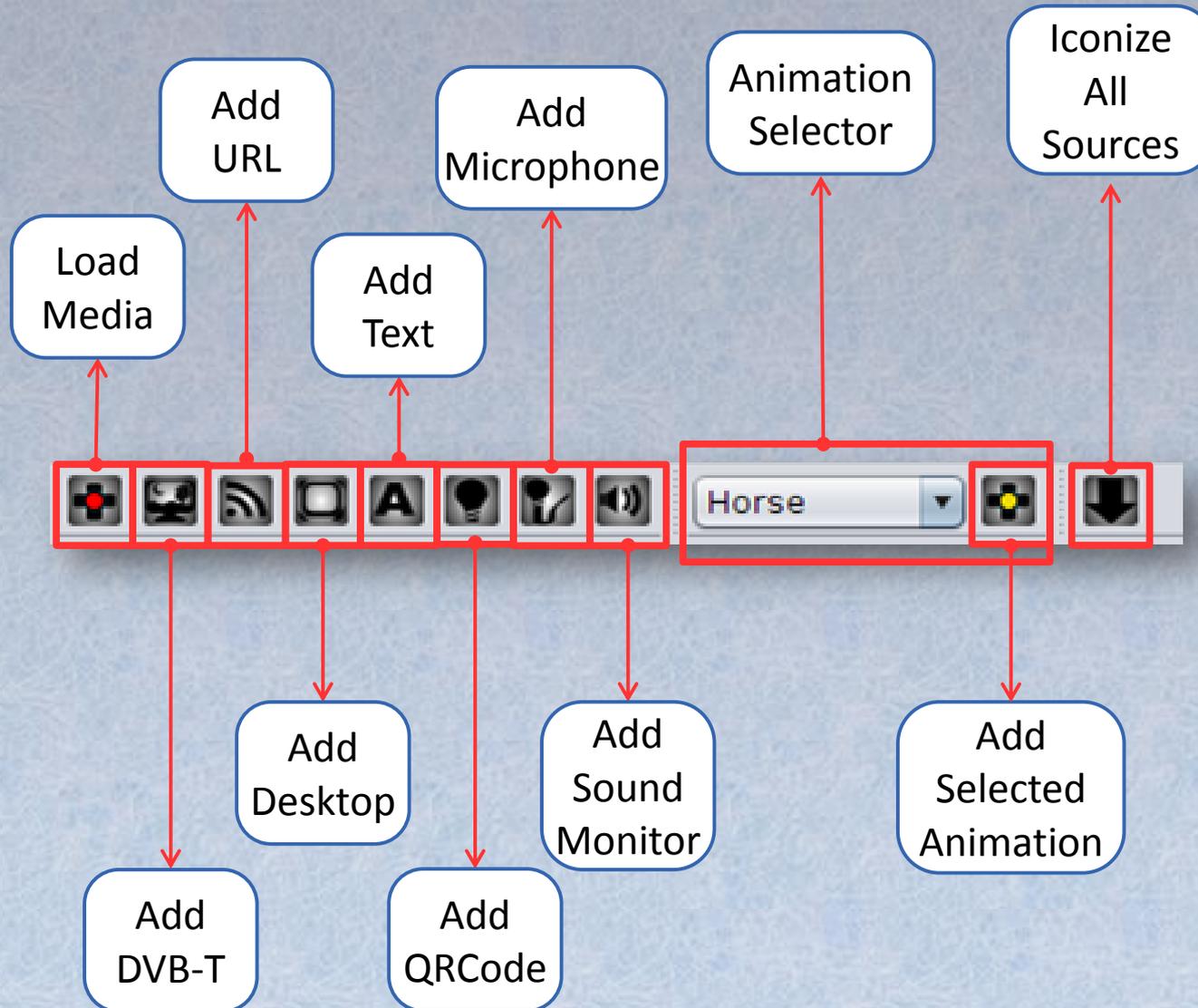
Video Device Info

Gives information about All system’s video devices.

Master Audio Sample Rate Selector

Switch between 44100Hz and 22050Hz to set the current audio output sample rate. This operation will stop any playing Stream in the current Studio.

2. Media Tool-bar



Media Tool-bar

Load Media

Load a media file in the Stream-Desktop. Supported formats are: Avi, Mp4, Mov, Wmv, Png, Jpg, Gif, Mp3, Ogv, Ogg, Wav, M4a, Aac, Mkv.

Add DVB-T

Add a new DVB-T Stream-Panel to the Stream-Desktop. (Needs a DVB-T adapter)

Add URL

Add a new URL Stream-Panel to the Stream-Desktop.

Add Desktop

Add a new Desktop Stream-Panel to the Stream-Desktop.

Add Text

Add a new Text Stream-Panel to the Stream-Desktop.

Add QRCode

Add a new QRCode Stream-Panel to the Stream-Desktop.

Media Tool-bar

Add Microphone

Add a new Microphone Stream-Panel to the Stream-Desktop.

Add Sound Monitor

Add a new Sound-Monitor Stream-Panel to the Stream-Desktop.

Animation Selector

Lets you select between built-in animations Gifs.

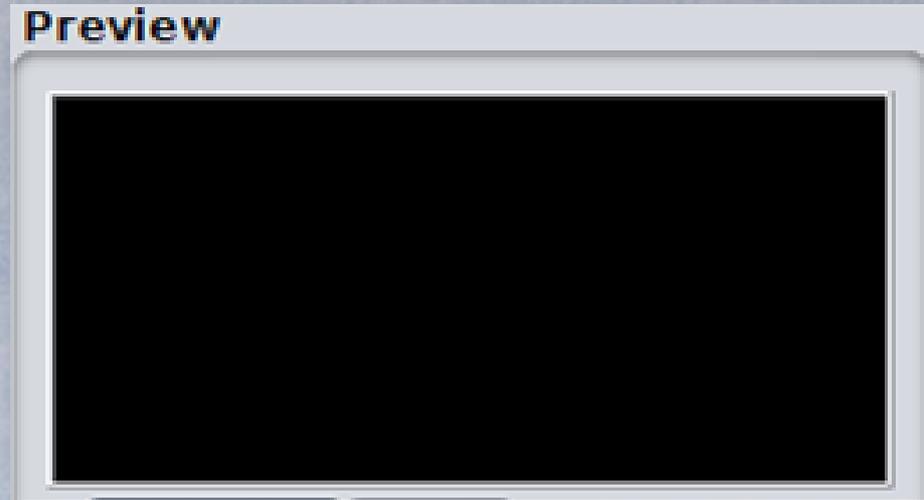
Add Selected Animation

Add the current animation showed in the Selector to the Stream-Desktop.

Iconize all Sources

Iconize all Stream-Panels in the Stream-Desktop

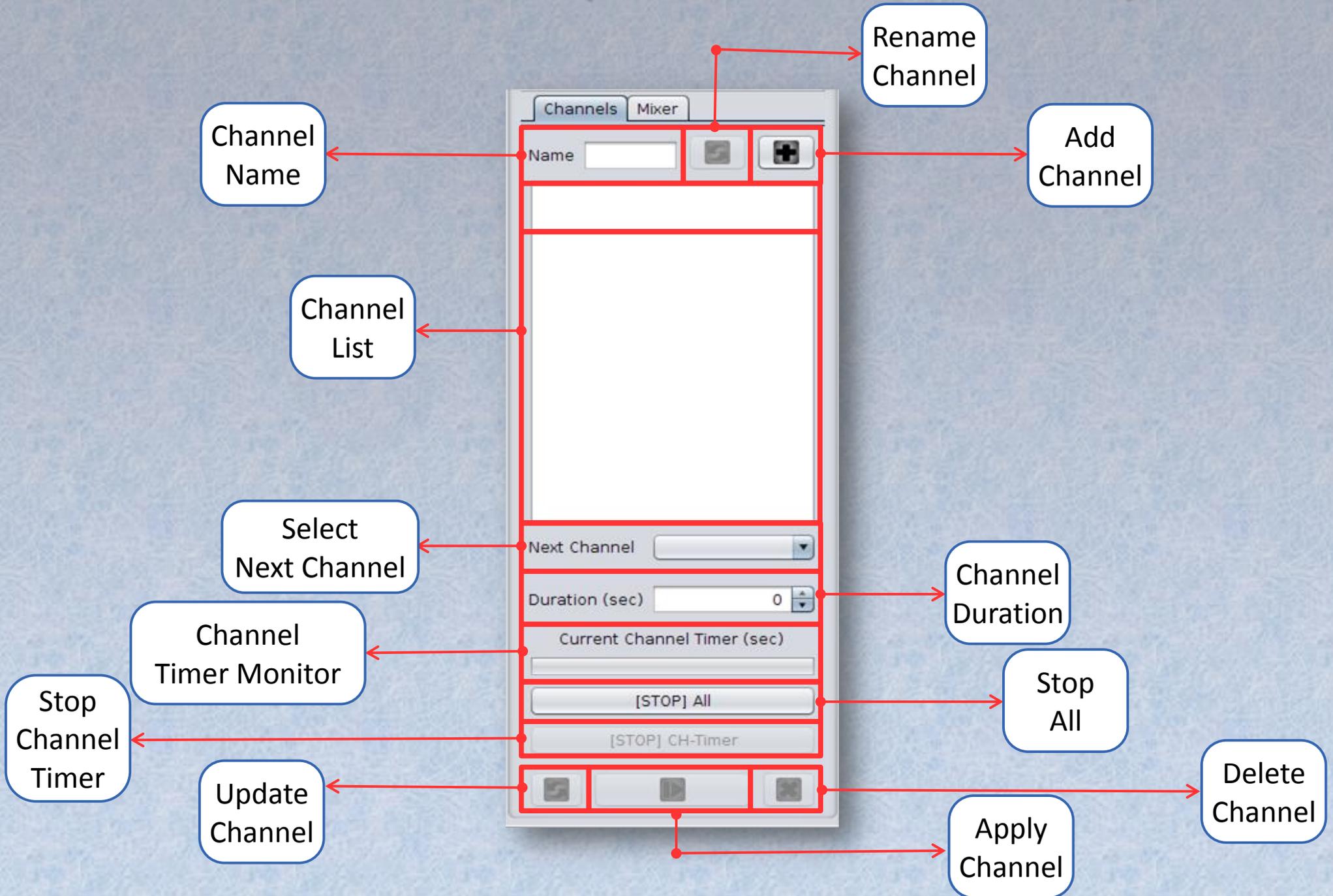
3. Preview Window



Preview Window

In this window you can see the current Studio preview, as it will appear in the output streaming.

4. Master-Panel (Channels Panel)



Master-Panel (Channels Panel)

Channel Name

Type here the desired Channel Name.

Add Channel

Add a new Channel to the list with the chosen Name.

Rename Channel

Rename the current selected Channel In the “Channel List” with the one typed in the “Channel Name” field.

Select Next Channel

Select the Next Channel to be played for the Current selected Channel, from the drop down menu.(Needs The duration to be set)

Channel Duration

Specific the current selected channel duration.

Channel Timer Monitor

Displays the current playing channel time position.

Master-Panel (Channels Panel)

Stop Channel Timer

Stop the current playlist. The running streams will not be stopped.

Apply Channel

Play the selected Channel in the Channel List.

Update Channel

Update the selected channel Streams status.

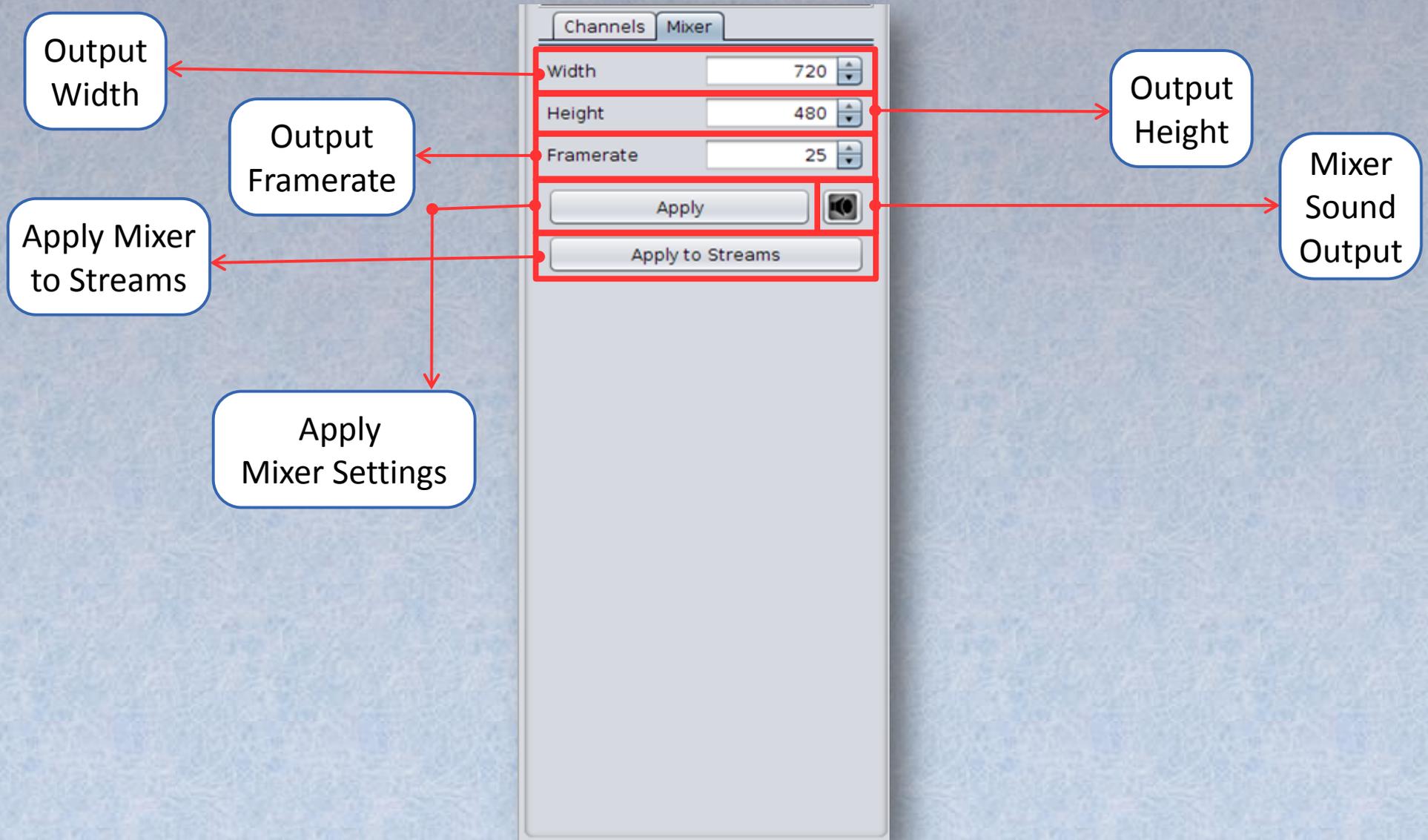
Delete Channel

Delete the current selected channel in the Channel List.

Stop All

Stop all Sources, Outputs, and Sinks.

4. Master-Panel (Mixer Panel)



Master-Panel (Mixer Panel)

Output Width

The current overall Studio Output Width resolution.

Output Height

The current overall Studio Output Height resolution.

Output Framerate

The current Studio Output FPS.

Apply Mixer Settings

Apply the selected value from Width, Height and fps to the current Studio. This one not affect the already loaded streams. It also do a MasterMixer RESET.

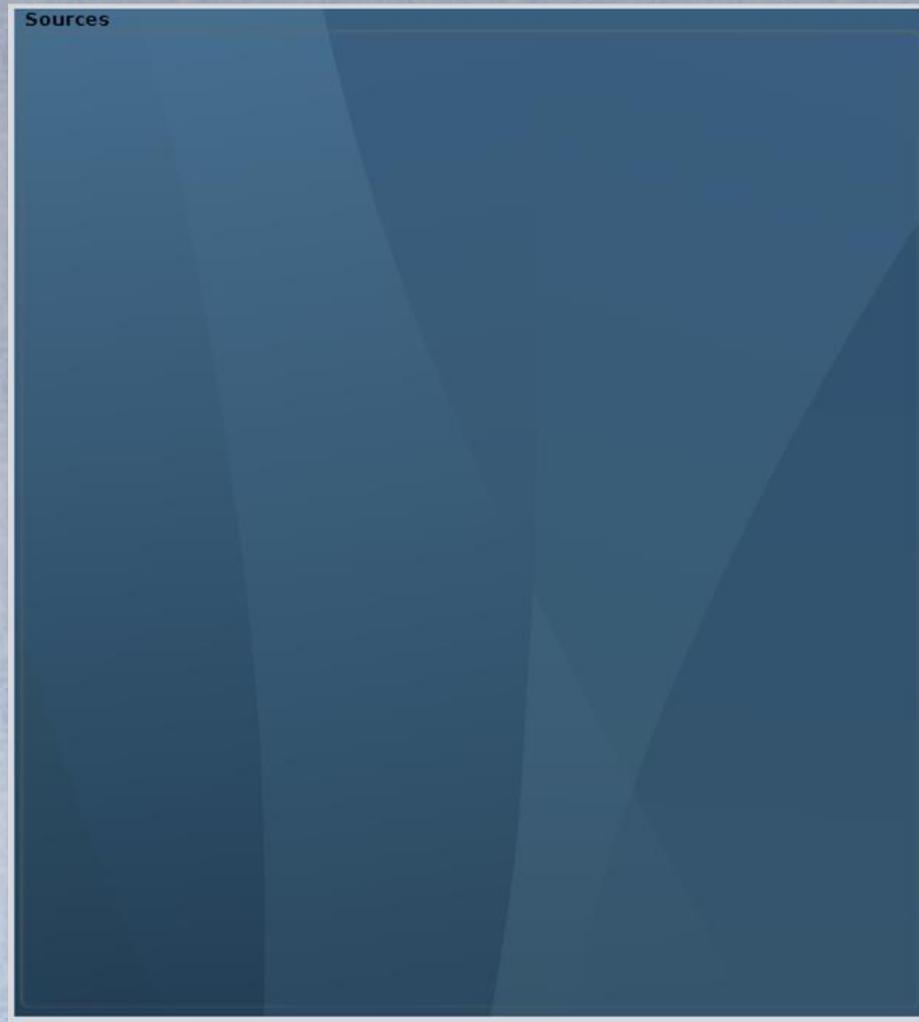
Mixer Sound Output

If pressed, the current Studio Output will be available trough the system speakers.

Apply Mixer to Streams

This button will apply the Mixer Width, Height and fps proportionally to all current Studio loaded streams.

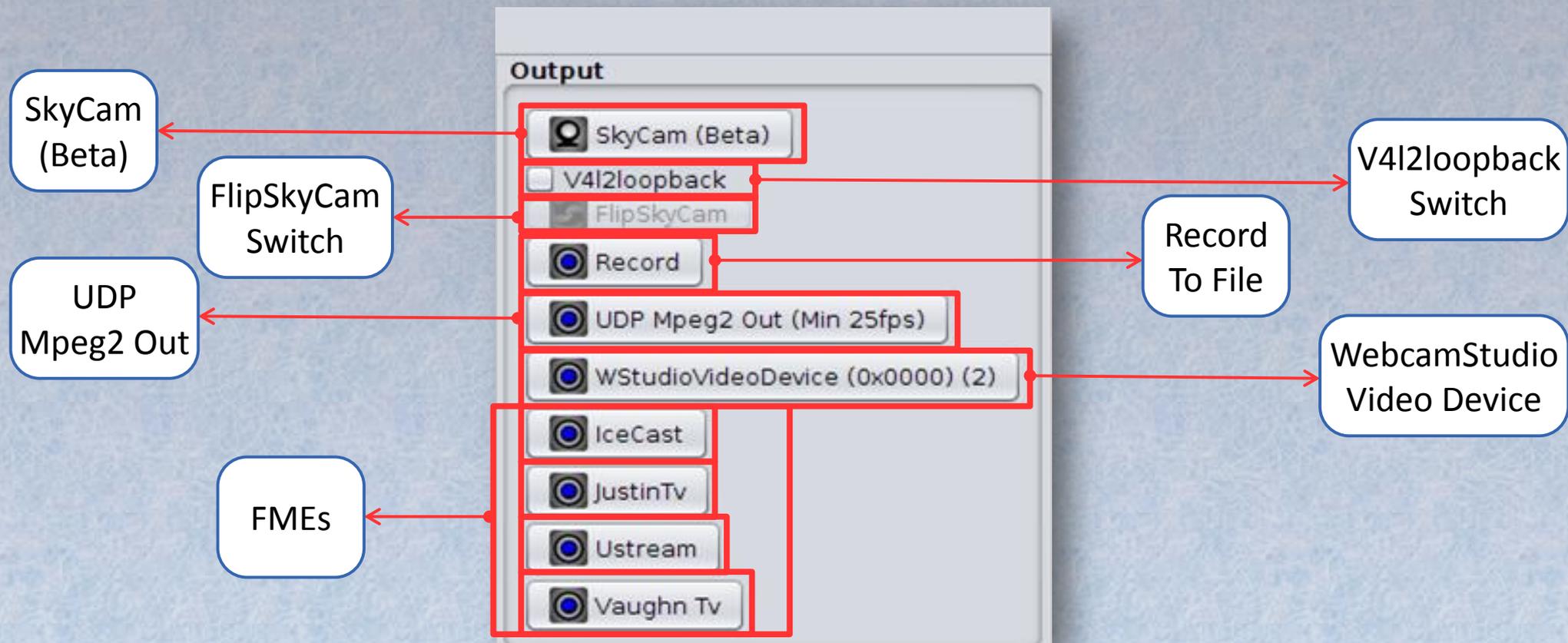
5. Stream-Desktop



Stream-Desktop

In this window you can see all the currently loaded Streams of the Studio. You can also Drag'n'Drop your media files here.

6. Output-Panel



Output-Panel

SkyCam (Beta)

This button tries to give to “WebcamStudio video device” the Flash and Skype Compatibility. You can safely activate or deactivate SkyCam Button only when all the virtual webcams are not busy by others software/sites. Before activating check that all your application are not playing a virtual camera. SkyCam is the script that transcode the default WStudioVideoDevice in another “on the fly” created /dev/video21 virtual camera. This last is usable in flash applications ... To use it you have to push “SkyCam(Beta)”, enter sudo password, and then push the WStudioVideoDevice to activate the Video Output.

On /dev/video21 you will have the flash compatible cam.

V4l2loopback Switch

This switch is used in the case you have installed V4l2loopback original module instead of the WebcamStudio Video Device Fork.

FlipSkyCam Switch

If pressed, The SkyCam /dev/video21 will be Horizontally Flipped. This is used for Skype correct visualization. Usually in Flash Application you don't need this.

Output-Panel

Record to File

You can record the WebcamStudio Output to a Mp4, AVI or OGV file (Capture).

UDP Mpeg2 Out

If pressed, you will have a Mpeg2 Stream on `udp://127.0.0.1:7000`. Be sure that the Mixer fps setting is at least "25".

WebcamStudio Video Device

This is the WebcamStudio Virtual Video Device.

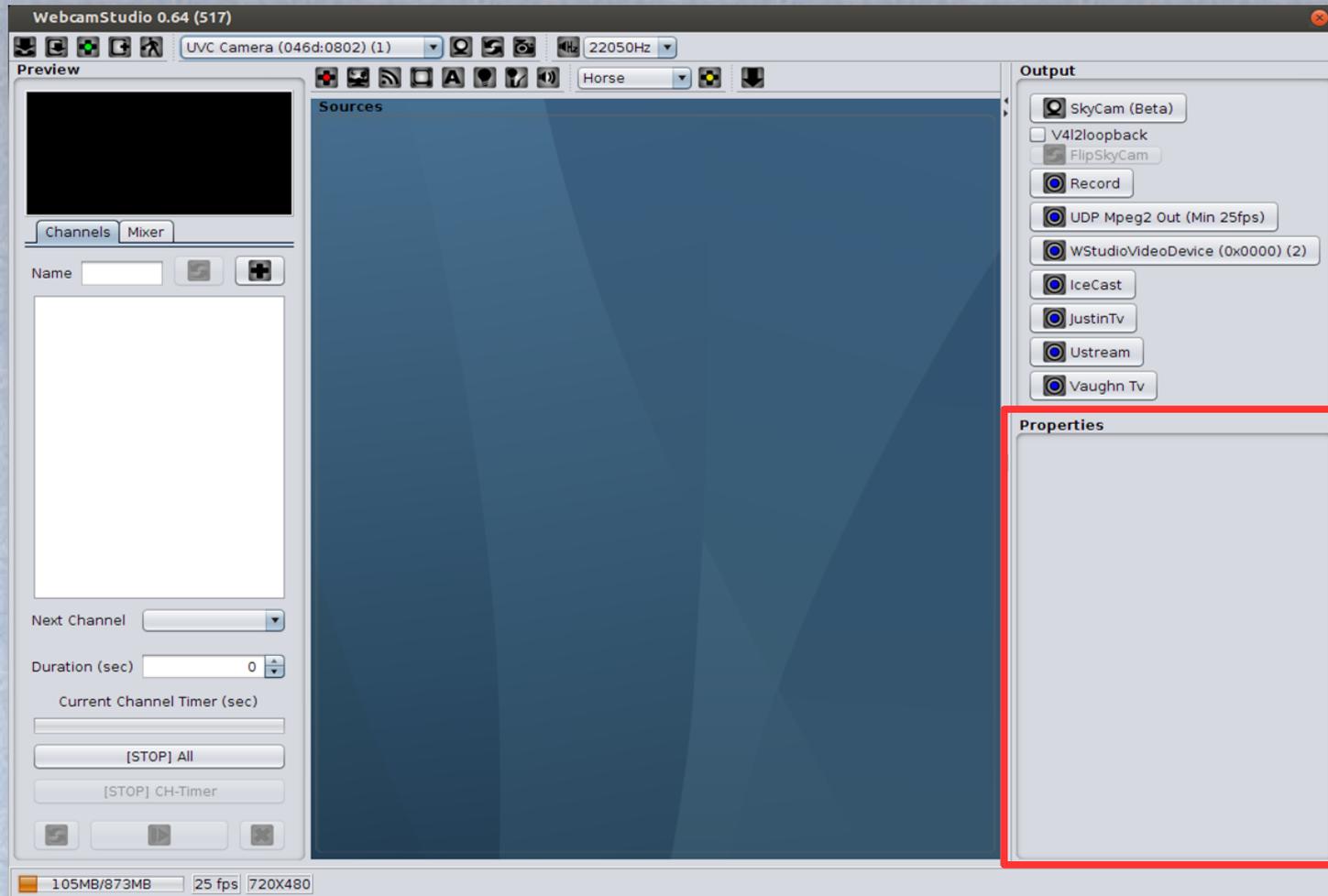
FMEs

Those Buttons are the FME Outputs (Flash Media Encoder). You can add them to WebcamStudio By Editing the correct FME.xml and then Dragging them in the Output-Panel.

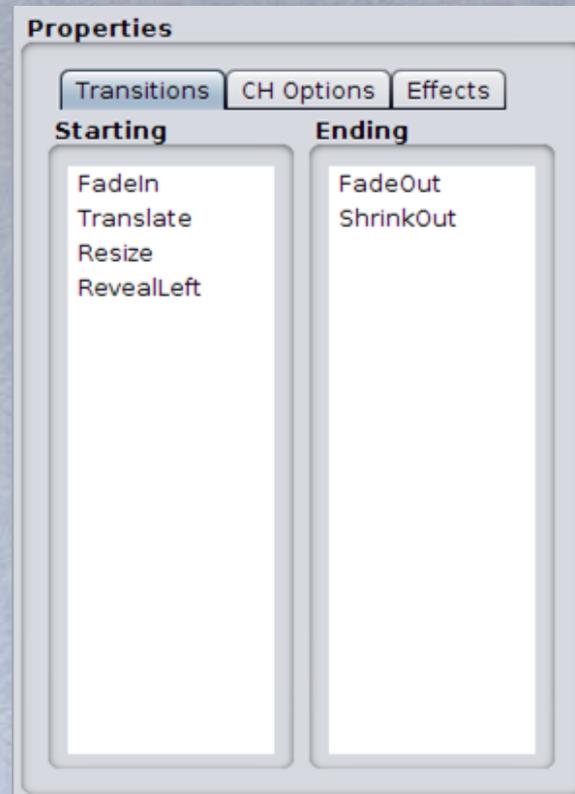
7. Source Controls

When you select a Media Stream-Panel on the Desktop, in the lower right corner will be displayed some Stream Options.

The Source Controls TABS vary depending of the Media type.



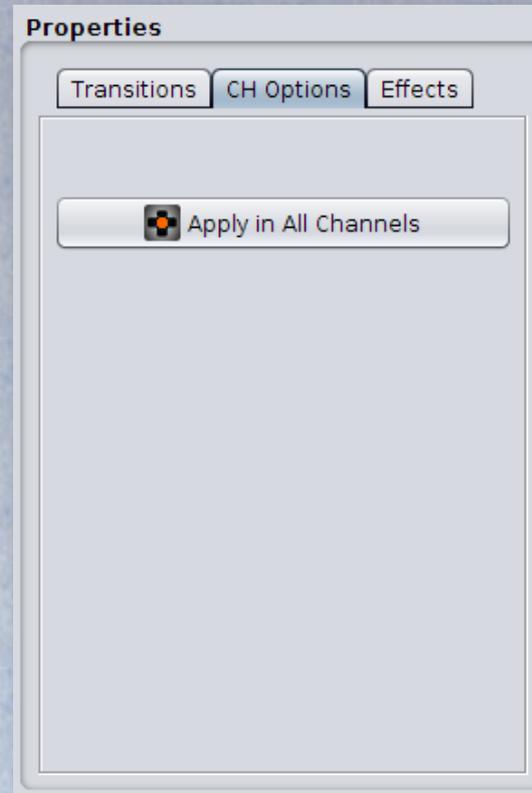
7. Source Controls (Transitions)



Transitions

Here you can select the starting and ending Channel Transition for the current selected Stream-Panel Media. The Transitions works only if at least a channel has been created. The Transitions usage will be explained better later in this Guide.

7. Source Controls (CH Options)

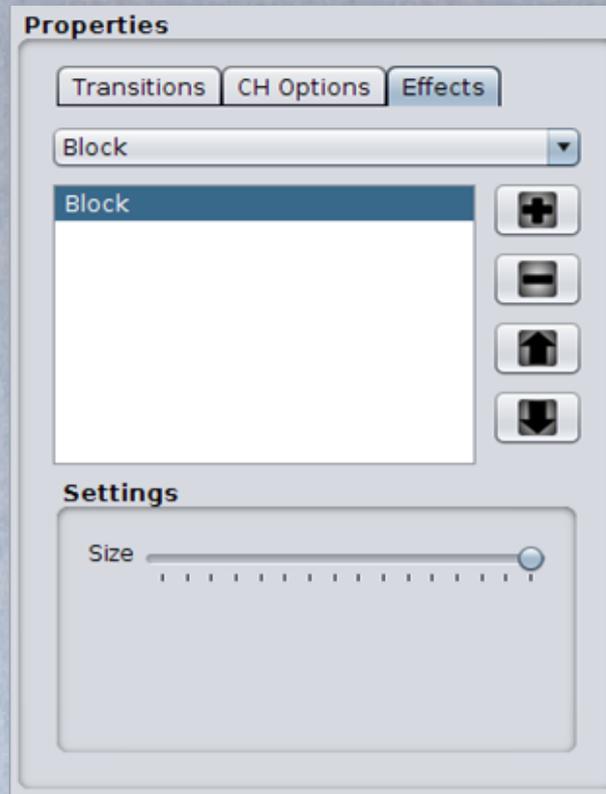


CH Options

Starting From version 0.64 r515 onwards when you add a stream to a Studio, all channels will be added automatically to the added stream. This implicates that when you will play a different channel, the added stream will stops.

If you need to add a stream to an existing studio (usually a logo or a text ...) that have to be played on every channels in the studio, with the current settings, you will have to push the button "Apply in all Channels" under the "CH Options" tab.

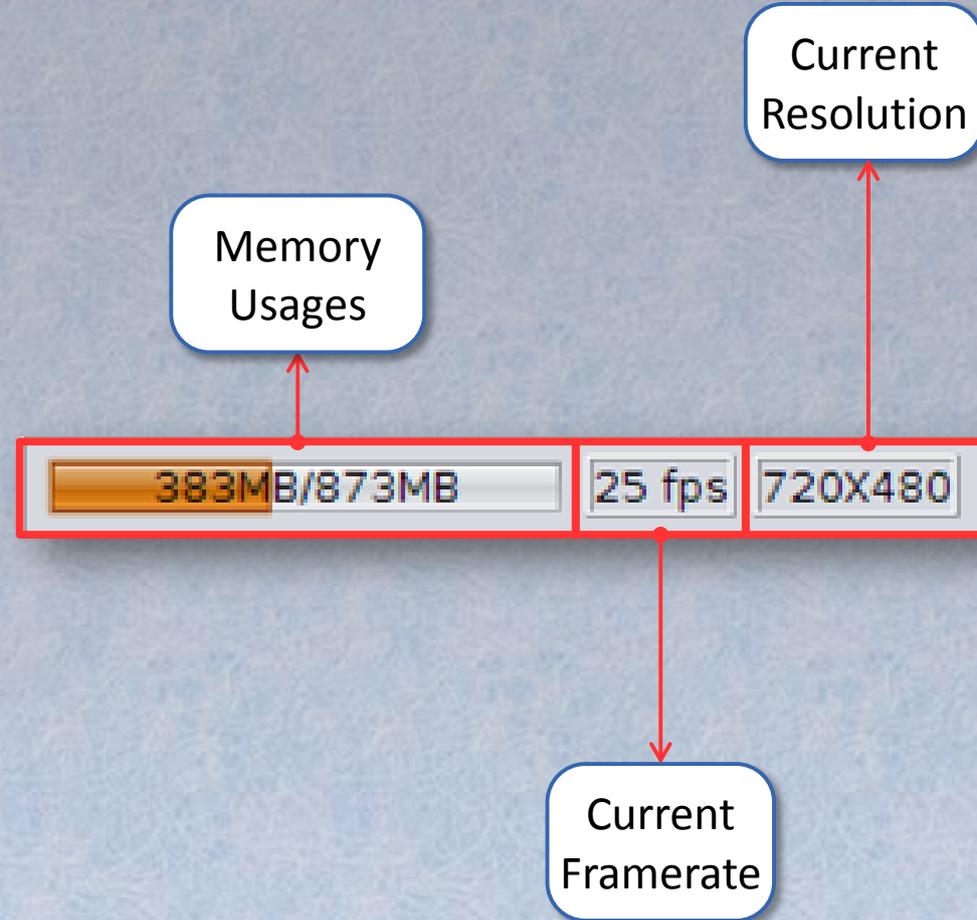
7. Source Controls (Effects)



Effects

Here you can select an Effect from the drop down menu and then apply it to the stream pressing the [+] button. You can also Remove [-] the effect or move it up and down with the arrows. Depending on the selected effect, in the "Settings" Pane will be displayed any related Effect options.

8. Resource Monitor



Memory Usages

Here you can see the current allocated memory WebcamStudio is using.

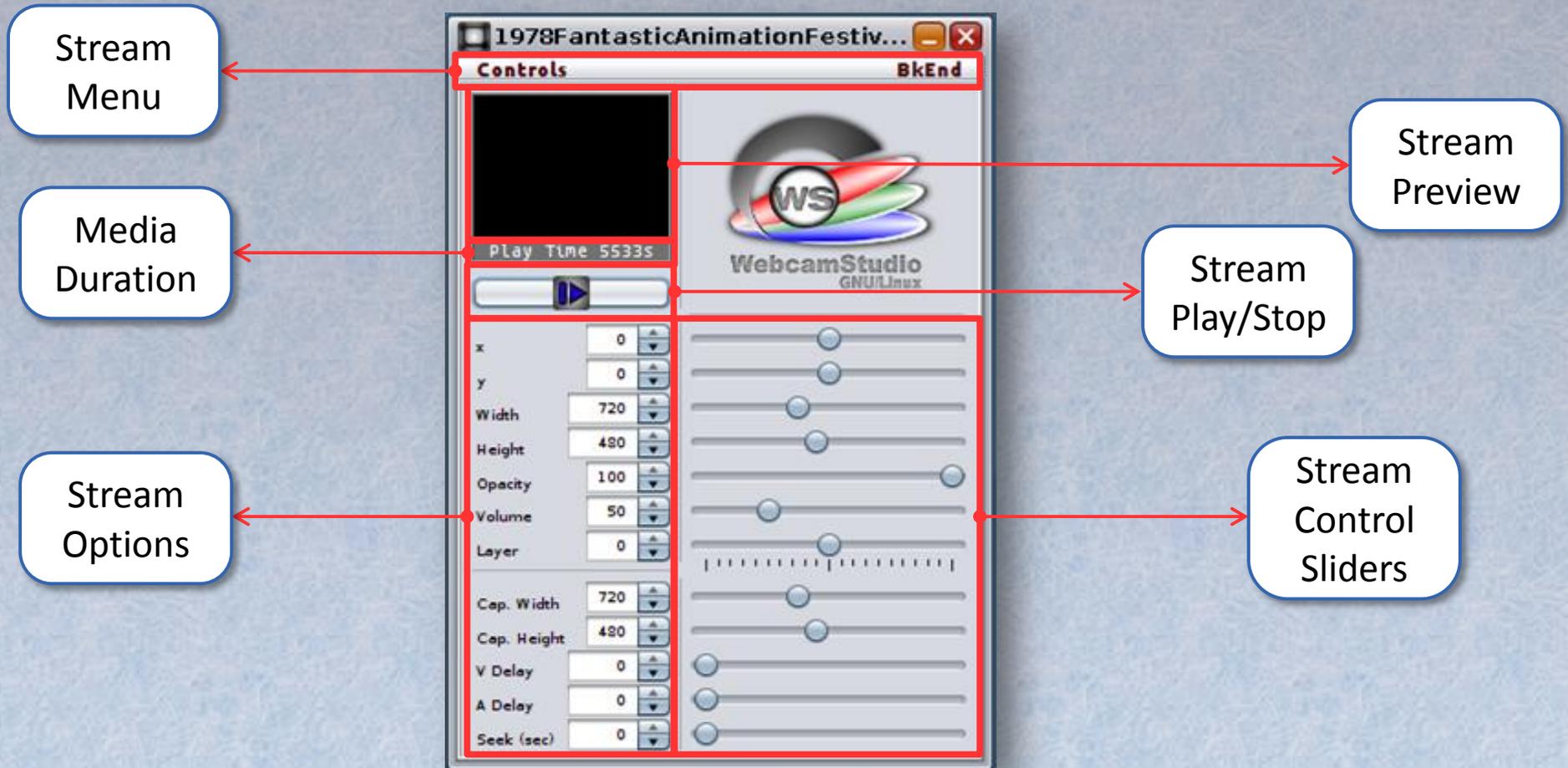
Current Framerate

Here you can see the current Mixer FPS.

Current Resolution

Here you can see the current Mixer Output Resolution.

Stream-Panel



Common Options in Stream-Panels

When you add a media to the Stream-Desktop, the correspondent Stream-Panel is created. The Stream-Panels vary depending on the type of the media added, but there are some common options:

At the top of the Stream-Panel you can see two Menus:

Controls

You can select what options will be visible for the current Stream:

SHOW MORE OPIONS -> Will gives you all available Options.

SHOW CONTROL SLIDERS -> Will gives you a slider control for each option.

BKEnd

WebcamStudio can Operate with Gstreamer or Avconv BackEnds. This menu is used to switch between the twos.

X,Y

With X and Y fields you can specify the position on the screen. The value is in Pixels.

Width,Height

With Width and Height fields you can specify the size on the screen. The value is in Pixels.

Opacity

With this Control you can set the % of the stream Opacity. 100% is solid.

Common Options in Stream-Panels

Volume

If the added media has Sound, here you can specify the Audio level.

Layer

With Layer, you can set the Z order of the current Stream. Higher is the value, more on top will be the Stream.

Cap. Width, Cap Height

Those fields indicate the capture resolution for the current Stream (Not the Output One).

Usually you don't need them, and it is better to not change the default values.

V Delay, A Delay

Because WebcamStudio uses two separate streams for the Audio and the Video, if needed here you can set the Starting Delay for them. **Warning: Use only positive Values in Milliseconds.**

Seek (sec)

With Seek, you can set the starting position for a Movie or a Music Stream. The Value is in Seconds. I Found Gstreamer BackEnd selection for the stream gives better results.

Movie/Music/Picture Stream Panel

The screenshot displays a video streaming software interface with the following components:

- Preview:** A black video preview window with a green status indicator.
- Channels:** A list of channels including Italia1, DMAX, Rai4, Super!, K2, RSI LA1, Boing, Soylent TV, Rete4, Gulp, Rai5, Iris, Canale5, Frisbee, TGCom, and cielo. The current channel is DMAX.
- Next Channel:** A dropdown menu currently set to DMAX.
- Duration (sec):** A numeric input field set to 0.
- Current Channel Timer (sec):** An empty input field.
- Buttons:** [STOP] All, [STOP] CH-Timer, and playback controls (stop, play, full screen).
- Sources:** A central area containing a control panel for a source named "1978FantasticAnimationFestiv...". The control panel includes:
 - Play Time: 5533s
 - WebcamStudio GNU/Linux logo
 - Positioning: x=0, y=0
 - Dimensions: Width=720, Height=480
 - Opacity: 100
 - Volume: 50
 - Layer: 0
 - Cap. Width: 720, Cap. Height: 480
 - V Delay: 0, A Delay: 0, Seek (sec): 0
- Output:** A list of output destinations:
 - SkyCam (Beta)
 - V4I2loopback
 - FlipSkyCam
 - Record
 - UDP Mpeg2 Out (Min 25fps)
 - WStudioVideoDevice (0x0000) (1)
 - IceCast
 - JustinTv
 - Ustream
 - Vaughn Tv
- Properties:** A section with tabs for Transitions, CH Options, and Effects. It contains two columns:
 - Starting:** FadeIn, Translate, Resize, RevealLeft
 - Ending:** FadeOut, ShrinkOut
- Bottom Bar:** A row of small thumbnail icons, some labeled "No Irr", and a green "TV" icon.
- Status Bar:** Shows 440MB/873MB, 25 fps, and 720X480 resolution.
- Filename:** 1978FantasticAnimationFestivalVhsRip.mp4

DVB Stream Panel

The screenshot displays the DVB Stream Panel software interface. At the top, the system tray shows the audio output as 'TerraTec Cinergy 1400 DVB-T (0)' and the sample rate as '44100Hz'. The main window is titled 'Horse' and features a 'Preview' window on the left showing a black screen. Below the preview are 'Channels' and 'Mixer' tabs, with a list of channels including Italia1, DMAX, Rai4, Super!, K2, RSI LA1, Boing, SoyLent TV, Rete4, Gulp, Rai5, Iris, Canale5, Frisbee, TGCom, and cielo. The 'Next Channel' is set to 'DMAX' and the 'Duration (sec)' is 0. A 'Current Channel Timer (sec)' field is also present. The 'DVB-T' control panel is open, showing a 'Channel Name' of 'DMAX' and a 'Frequency' of 682. A red box highlights the 'Frequency', 'Bandwidth', and 'Program N.' fields, with a callout bubble pointing to them that says 'DVB-T Channel Values'. The 'DVB-T' panel also includes a 'WebcamStudio GNU/Linux' logo, a 'DVB Digital Video Broadcasting' logo, and various sliders for x, y, Width, Height, Opacity, Volume, and Layer. The 'Output' panel on the right lists several output destinations: SkyCam (Beta), V4I2loopback, FlipSkyCam, Record, UDP Mpeg2 Out (Min 25fps), WStudioVideoDevice (0x0000) (1), IceCast, JustinTv, Ustream, and Vaughn Tv. The 'Properties' panel at the bottom right has tabs for 'Transitions', 'CH Options', and 'Effects', with 'Starting' and 'Ending' options listed. The status bar at the bottom shows '469MB/873MB', '25 fps', and '720X480'.

DVB-T Channel Values

Parameter	Value
Frequency	682
Bandwidth	8
Program N.	50

DVB Stream Panel

For DVB-T use (some channels didn't work yet ...):

WS uses the first DVB adapter=0.

From a terminal do a scan with the command (w_scan must be installed):

```
$ w_scan -ft -X -R N -O N >> channels.conf
```

When scan has finished open the generated channels.conf and look for:

ChannelName

(ChannelName):**674000000**:INVERSION_AUTO:BANDWIDTH_8_MHZ: ...
:GUARD_INTERVAL_1_8:HIERARCHY_NONE:4512:4650:**4010**

Frequency = 674000000

Bandwidth = 8

Program Number = 4010

Put the values on WS DVB Stream-Panel.

Hit Play Button.

URL Stream Panel

The screenshot displays the WStudio software interface. At the top, there's a system tray with hardware information like 'TerraTec Cinergy 1400 DVB-T (0)' and '44100Hz'. The main window is divided into several sections:

- Preview:** A large black area for video preview, with 'Channels' and 'Mixer' tabs below it.
- Sources:** A list of channels on the left, including 'Italia1', 'DMAX', 'Rai4', 'Super!', 'K2', 'RSI LA1', 'Boing', 'Soylent TV', 'Rete4', 'Gulp', 'Rai5', 'Iris', 'Canale5', 'Frisbee', 'TGCom', and 'cielo'. Below this is a 'Next Channel' dropdown set to 'DMAX' and a 'Duration (sec)' field set to '0'. There are also buttons for '[STOP] All' and '[STOP] CH-Timer'.
- URL Stream Panel (Overlay):** A central window titled 'URL' with 'Controls' and 'BkEnd' tabs. It features a video preview window showing a scene with people. Below the preview is a radio button labeled 'IP' (highlighted with a red box). Underneath is a text field for 'Enter URL...' containing 'http://soylent-tv.chickenkiller.com:51253/soylent.webm'. Further down are sliders for 'x', 'y', 'Width' (720), 'Height' (480), 'Opacity' (100), 'Volume' (50), and 'Layer' (0).
- Output:** A panel on the right with various output options: 'SkyCam (Beta)', 'V4I2loopback', 'FlipSkyCam', 'Record', 'UDP Mpeg2 Out (Min 25fps)', 'WStudioVideoDevice (0x0000) (1)', 'IceCast', 'JustinTv', 'Ustream', and 'Vaughn Tv'. Below this are 'Options', 'CH Options', and 'Effects' tabs, and an 'Ending' section with 'FadeIn', 'Translate', 'Resize', 'RevealLeft', 'FadeOut', and 'ShrinkOut' options.
- Bottom Panel:** A row of small thumbnail icons, some labeled 'No Irr', and a green circular icon.

Two callout boxes with red arrows point to specific elements in the URL Stream Panel:

- No-Audio Stream Switch:** Points to a button with a speaker icon and a red 'X' over it, located above the 'IP' radio button.
- IP Cam Stream Switch:** Points to the 'IP' radio button.

At the bottom left, system status shows '391 MB/873 MB', '25 fps', and '720X480'.

URL Stream Panel

With URL Stream-Panel you can use a Web video, audio or picture as a source to be played in WebcamStudio. To use it you have to copy and past the chosen URL in the “Enter URL ...” field and then push the Play button.

No-Audio Stream Switch

If the Source video have no Audio, you have to select the “ No-Audio Stream Switch” before playing it.

IP-Cam Stream Switch

If the Source video is an IPCam (like Axis ...) you have to select the “IP-Cam Stream Switch” before playing it. Note that at this very moment URL Stream-Panel can only play IPCam Sources in Mjpg Format.

Webcam Stream Panel

The screenshot displays the Webcam Studio software interface, which is used for managing and streaming webcam content. The interface is divided into several main sections:

- Preview:** Located on the left, it features a live video feed of a man with a beard. Below the feed are tabs for "Channels" and "Mixer", a "Name" input field, and a "Next Channel" dropdown menu. At the bottom of this section are buttons for "[STOP] All" and "[STOP] CH-Timer", along with playback controls.
- Sources:** The central area shows a window titled "UVC Camera (046d:0802) (2)" with a "Controls" panel. This panel includes a small video preview, a "Play Time N/A" indicator, a red recording button, and various sliders and input fields for adjusting the stream: x (0), y (0), Width (720), Height (480), Opacity (100), Volume (50), Layer (0), Cap. Width (720), Cap. Height (480), V Delay (0), A Delay (0), and Seek (sec) (0). The WebcamStudio logo is also visible.
- Output:** On the right side, this section lists various output destinations, each with a checked radio button: SkyCam (Beta), V4I2loopback, FlipSkyCam, Record, UDP Mpeg2 Out (Min 25fps), WStudioVideoDevice (0x0000) (1), IceCast, JustinTv, Ustream, and Vaughn Tv.
- Properties:** Below the output section, there are tabs for "Transitions", "CH Options", and "Effects". A "Block" dropdown menu is present, followed by a large empty area with icons for adding, deleting, and navigating blocks. A "Settings" section at the bottom right includes a "Size" slider.

At the bottom of the interface, a status bar shows system information: 383MB/873MB memory usage, 25 fps frame rate, and 720X480 resolution. The text "UVC Camera (046d:0802) (2)" is also visible at the bottom right of the main window.

Desktop Stream Panel

The screenshot displays the WebcamStudio software interface. The main window is titled "Sorgenti" and shows a preview of the desktop. A smaller window titled "Desktop" is open, showing "Controls" and "BkEnd" tabs. A callout box labeled "Desktop Stream Options" points to the "Desktop" tab in the "Proprietà" panel on the right. The "Proprietà" panel has tabs for "Transitions", "CH Options", "Desktop", and "Effects". The "Desktop" tab is selected and contains the following settings:

Setting	Value
Capture Desktop at (X)	0
Capture Desktop at (Y)	0
Capture Desktop Width	1.024
Capture Desktop Height	768
Numero Schermo	0

At the bottom of the interface, there is a status bar showing "92MB/903MB", "25 fps", and "720X480".

Desktop Stream Panel

When you select the Desktop Stream-Panel, if you look in the Source Controls you will find the Capture Options. More in detail:

Capture Desktop At (X,Y)

Here you can specify the starting X or Y position of the Desktop Capture Function. (Top Left Corner)

Capture Desktop (Width,Height)

Here you can specify the Desktop Capture Resolution. (Bottom Right Corner)

Capture Desktop Rate

Here you can specify the Desktop Capture fps rate. A low number can lower CPU usage.

Enable Single Window Capture

If your Stream have Gstreamer backend set up then you can use this feature to grab a single window. Activate this and select the window title in the Windows Capture drop-down menu.

Text Stream-Panel

The image shows the WebcamStudio software interface. The main window displays a preview of the text stream. A smaller window titled "Text" is open, showing the "Text Stream Options" panel. This panel includes a keyboard layout, a "WebcamStudio GNU/Linux" logo, a "Controls" section with a red stop button, and a text input field containing "WebcamS". Below the input field are sliders for "Larghezza" (width) and "Altezza" (height), and a "Livelli" (levels) slider. At the bottom, there are dropdown menus for "Font" (set to "18thCentury") and "Colore" (set to "FFFFFF").

On the right side of the interface, the "Proprietà" (Properties) panel is visible, with the "Testo" (Text) tab selected. This panel contains the following settings:

- Transitions
- CH Options
- Testo (selected)
- Effects
- Colore di Sfondo: 0
- Shape options: Nessuno, Rectangle, Oval, Round Rectangle
- Background Opacity: 100

A red arrow points from the "Testo" tab in the "Proprietà" panel to the "Text Stream Options" window.

At the bottom of the interface, the status bar shows: 106MB/903MB, 25 fps, 720x480.

Text Stream-Panel

Enter your text in the “Enter Text” field and push the play button. With this feature you can display a text choosing Fonts, Color, Dimensions and position. To have a Text Live Clock in your transmission simple click the “Clock” Button and start the Stream. You can also display a QR code of the written Text using the “QRCode” Button before playing.

When you select the Text Stream-Panel, if you look in the Source Controls you will find others Text Capture Options.

More in detail you can set a solid color Background for the displayed text.
You can choose:

BackGround Color

Here you can select The Background Color.

None,Rectangle,Oval,Round Rectangle

Here you can specify the Background Shape.

BackGround Opacity

Here you can select The Background Opacity. 100% is Solid Color.

AudioSource Stream Panel

The screenshot displays the AudioSource Stream Panel interface, which is divided into several functional areas:

- Top Bar:** Contains system icons, a refresh button, a volume icon, and a frequency dropdown menu set to 22050Hz.
- Anteprima (Preview):** Located on the left, it features a black video preview window, tabs for 'Canali' and 'Mixer', a 'Name' input field, a large empty text area, a 'Prossimo Canale' dropdown, a 'Duration (sec)' input set to 0, a 'Timer Canale Corrente (sec)' input, and buttons for '[STOP] Tutto' and '[STOP] CH-Timer'.
- Main Area:** The central workspace, currently showing a 'Sorgenti' (Sources) panel with a 'Horse' source selected. A 'SoundMonitor' window is overlaid on this area, displaying 'Controls' and 'BkEnd' tabs. The SoundMonitor window includes a play button, 'Play Time N/A', the 'WebcamStudio GNU/Linux' logo, and various sliders for X, Y, Larghezza (720), Altezza (490), Opacità (100), Volume (90), Livelli (0), Cap. Width (720), Cap. Height (490), V Delay (0), A Delay (0), and Pos (sec) (0).
- Uscita (Output):** Located on the right, it lists output options: SkyCam (Beta), V4I2loopback, FlipSkyCam, Registra, UDP Mpeg2 Out (Min 25fps), and Custom.
- Proprieta' (Properties):** Below the output section, it has tabs for 'Transitions' and 'CH Options'. Under 'Starting', it lists FadeIn, Translate, Resize, and RevealLeft. Under 'Ending', it lists FadeOut and ShrinkOut.
- Bottom Bar:** Shows system status: 104MB/903MB memory usage, 25 fps frame rate, and 720X480 resolution.

AudioSource Stream-Panel

This one is the AudioSource Stream-Panel. You can choose an Audio input clicking the “Mini Jack” button in the top menu of the Stream-Panel. By default AudioSource displays a Wave form of the given input. This can lead to an intense CPU usage. With the little “X Monitor” pushed before the start, the video part will be disabled.

You can also change the AudioSource input using “PulseAudio Volume Control” Application.

Note: If you play the AudioSource, you will have to set the “Layer” option to a lower level than the others Stream you want to be displayed. This because AudioSource have Blank or a Wave Video (is only Audio Stream), and if it is set to the same Layer or higher, you will get a the Blank/Wave screen obscuring your transmissions.

FME/UDP Output Quality Options

The screenshot displays the FME software interface. At the top, the title bar reads "UVC Camera (046d:0802) (2)" and "22050Hz". The main window is divided into several sections: "Preview" on the left, "Sources" in the center, "Output" on the right, and "Properties" at the bottom right. A "Choose" dialog box is open over the "Output" section, asking "HQ or Standard mode?". The dialog has a question mark icon and two buttons: "HQ" and "Standard". A red arrow points from the dialog box to a white callout box that says "Choose Between HQ or Standard Quality Mode". The "Output" section lists several output destinations: "SkyCam (Beta)", "V4I2loopback", "Ustream", and "Vaughn Tv". The "Properties" section is currently empty. At the bottom of the interface, the status bar shows "89MB/873MB", "25 fps", and "720X480".

Choose Between HQ or Standard Quality Mode

Choose

HQ or Standard mode?

HQ Standard

UVC Camera (046d:0802) (2)

89MB/873MB 25 fps 720X480

FME Usages

You can use the FME.xml files to create a Custom Output from WebcamStudio.

Usually Streaming to Websites like Ustream, Twitch, Bambuser, VaughnTv etc ... gives the opportunity to download a preconfigured FME.xml to use with Flash Media Encoder.

You can also use FME to broadcast to a Red5, Nginx or IceCast Server.

To have it ready to work you have to Edit the xml file with your custom settings and, once saved, simply Drag'n'Drop it in the Output-Panel of WebcamStudio.

A new button will be displayed with the chosen name.

You can change the available FME settings clicking the right mouse button on the name and a pop-up menu will appear, but only when the output is not playing.

You can download FME.xml Samples from WebcamStudio Main Page:

<http://code.google.com/p/webcamstudio/downloads/list>

FME “Ustream” Example (Edit the red ones)

```
<?xml version="1.0" encoding="UTF-8"?>
<flashmedialiveencoder_profile>
  <preset>
    <name>Ustream</name>
    <description></description>
  </preset>
  <capture>
    <video>
      <size>
        <width>640</width>
        <height>480</height>
      </size>
    </video>
  </capture>
  <encode>
    <video>
      <format>H.264</format>
      <datarate>650</datarate>
      <outputsize>640x480</outputsize>
    </video>
    <audio>
      <format>AAC</format>
      <datarate>96</datarate>
    </audio>
  </encode>
  <output>
    <rtmp>
      <url>rtmp://1.xxxxxxxxx.fme.ustream.tv/ustreamVideo/xxxxxxxx</url>
      <stream>xxxxxxxxSecretKeyxxxxxxxx</stream>
    </rtmp>
  </output>
</flashmedialiveencoder_profile>
```

Channels Usages

On WebcamStudio, you can use the Channel Feature to compose a custom screen with one or more Streams mixed together, and then recall that schema when needed.

When you create a Channel, this one take a Snap-Shot of the current Streams Settings/Playing States.

For example if you load a Movie file and then you play it, using the Channel-Panel you can add a Channel in the channel list in this way:

- 1) Give the channel a name (For example “MovieStart”)
- 2) Click on the [+] button

You will see your new channel displayed in the channel list.

After that stop your Movie Stream and add a new channel (For example “MovieStop”) in the same way.

Now select your “MovieStart” channel and click on the “Apply Channel” button, you will see that the associated stream begins playing. Naturally if you select “MovieStop” and click on the “Apply Channel” button, you will see that the associated stream will stop.

Channels Usages

In this way you can create all possible configurations involving any kind of streams, and use that schema later in your transmission invoking the correspondent channel.

When you have done a channel configuration, you can always Update that schema (Stopping a stream, adding a playing one, change an already playing Stream settings etc ...) making the desired change, select the correspondent channel and then using the “Update Channel” [↑↓] Button at the left bottom of ChannelPanel.

If you have to update all channels with a specific Stream, for example, in playing state all that you have to do is select it, go in the “CH Options” Tab in the “Source Controls” and press “Update in all Channels” button.

Channels Transition Usages

Channels Transitions works in channels and are applied on Streams. To enable them you have to add at least one channel. Take a Look at the picture at Chapter 7.

When you select a Stream-Panel, looking in the Source-Controls you can choose a transition from the “Transitions” tab.

Example:

1) Add a Video file.

2) Select a Starting and an Ending transition from the Source Controls “Properties”.

3) Play the Stream and add a Channel Named “Movie1-T”.

Now select your “Movie1-T” channel and click the “Apply Channel” button.

Stream is already playing and you will see the transitions in action in the preview window every time you apply the channel.

Now go in the Source-Controls under “Transitions” and select a different Starting and Ending Transitions.

Before re-click the “Apply Channel” button (to see what the new choice does), click on the “Update Channel” [↑↓] button to tell WS that now the transition for that stream in that channel are changed.

Channels Transition Usages

To have working transition switching from a channel to another, be sure that all the Streams have at least one starting and one ending transition selected in every channels.

Here there is an example (Create a new Studio first):

- 1) Add two Video files. (Movie1 and Movie2)
- 2) Play Movie1.
- 3) Add a Channel named “Movie1-T”
- 4) Stop Movie1 and play Movie2.
- 5) Add a channel named “Movie2-T”
- 6) Go in the Source-Controls Properties, select a Starting and an Ending Transition and click on the [↑↓] “Apply Selected Transition to all channels” button.
- 7) Now if you select “Movie1-T” and apply it, you will see the selected starting transition for Movie1 and if you select “Movie2-T” channel and apply it, you will see the selected ending transition for Movie1 and the selected starting transition for Movie2.

WebcamStudio Video Tutorials And Others Useful Stuff ...

You can also see my YouTube Channel for some WebcamStudio 0.6x Samples/Tutorials At:

http://www.youtube.com/channel/UCOTBw7_WjX-Fe1XXAlv7HGA/videos

You can ask for any question related to WebcamStudio in the G+ Community Here:

<https://plus.google.com/communities/110329269823088092206#communities/110329269823088092206>

6

WebcamStudio Main Page:

<http://code.google.com/p/webcamstudio>

Credits

Thanks to [Patrick Balleux](#) for this Great Program:

<http://www.ws4gl.org>

<http://hotcoding.crombz.com>

Thanks to **PhobosK** for all the hard work he make for WebcamStudio Web Presence, PPAs archive and overall organization.

Thanks to [V4l2loopback](#) Team:

<https://github.com/umlaeute/v4l2loopback>

Credits

Thanks To G+ Community WebcamStudio Reloaded:

j c-chord ; César Medrano Mariscal ; Zach McCullough ; Enrique Avila ; Joshua
leeCharles Maddox ; Uche Okonkwo ; Erikas Aubade ; Toby Leheup ; Robert
Belcher ; T Anthony H Frisby ; Chuck Daley ; Andrew Silver ; Patrick Bulteel ;
xaGe ; Michael ; RJVisser ; Eduardo Perez ; Apollo FM ; Angelocracy Xue ;
Francisco Pedro ; Kevin Lausen ; Charles Kunkle Jr. ; BlogoMedia Best ; Ed
Bespyatkin ; Nicola Spreafico ; Ronnie Tucker

Thanks to all the people I forgot to mention here.

... And also thanks to **everyone** who use WebcamStudio.

Have a nice day :)