

OBSBOT Talent 2 Web UI

User Manual

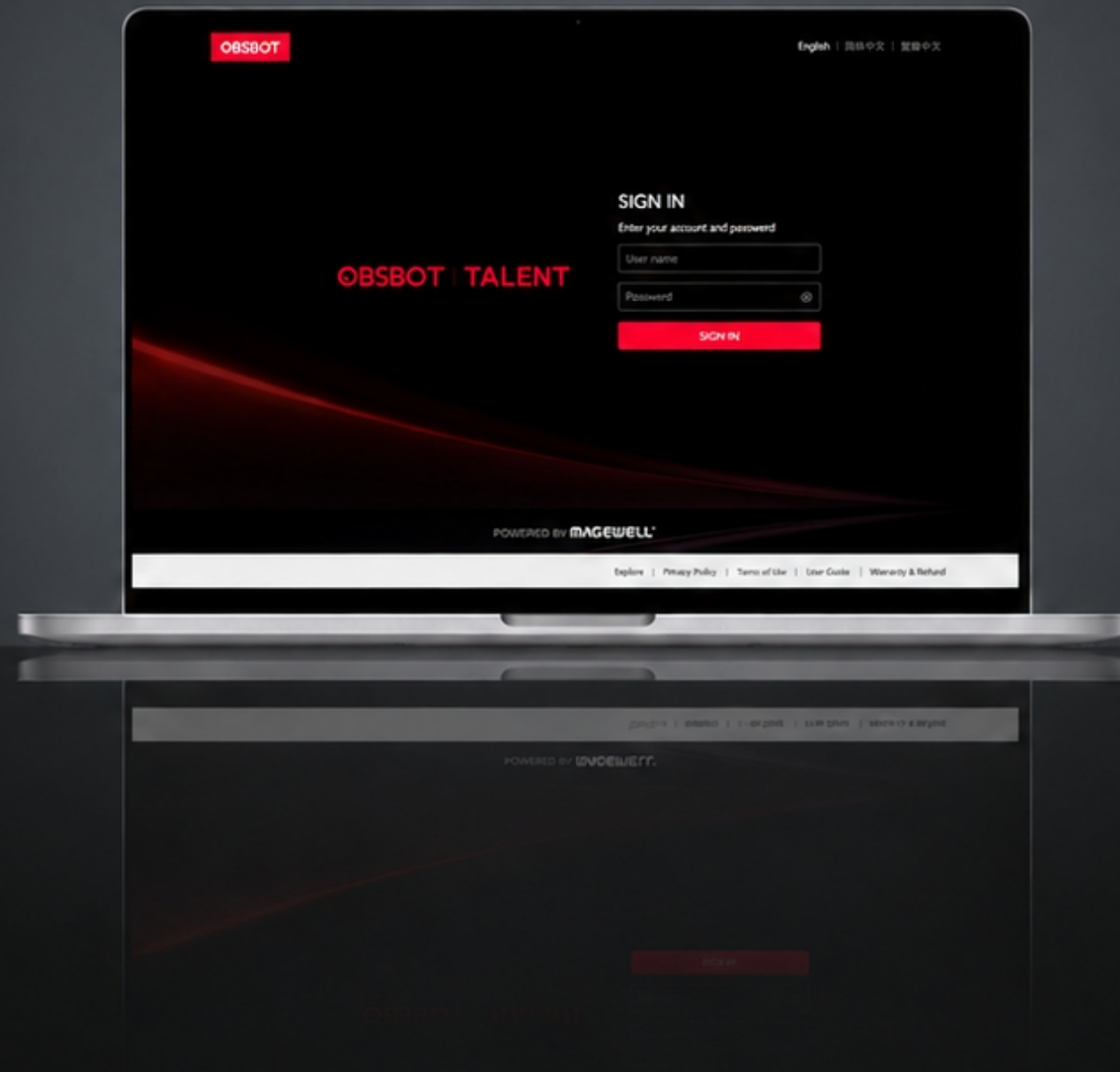


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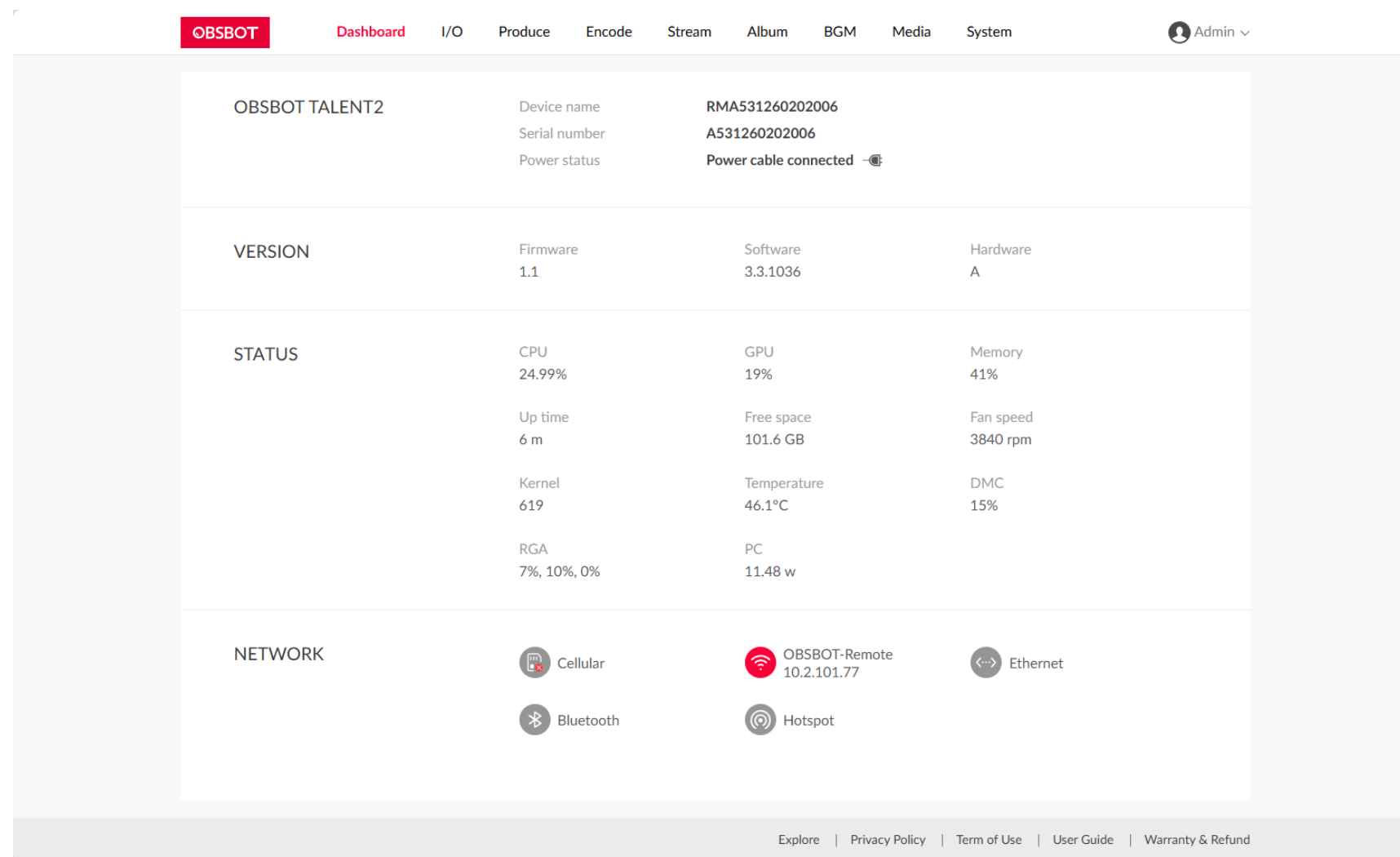
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Overview

OBSBOT Talent 2 provides a Web UI for users to check device status, configure device functions, control and manage content of show, and more. After a computer connects to the same network as the OBSBOT Talent 2 , the computer can access the Web UI of your OBSBOT Talent 2 .

Web UI Layout



You can use the tabs at the upper part of the Web UI to navigate:

- **Dashboard:** Displays basic device information, device status, and network status.
This is the page displayed when you log into the Web UI.
- **I/O:** Displays input and output information, and set no signal image.
- **Produce:** Preview program image, manage shows, control scenes, **GFX** and audio, and set shortcuts, etc.
- **Encode:** Add encoders and set parameters.
- **Stream:** Configure stream servers and start or stop streaming at any time.
- **Album:** Start or stop recording, take screenshots of the program output, and manage files in the Album.
- **BGM:** Add and control global background music.

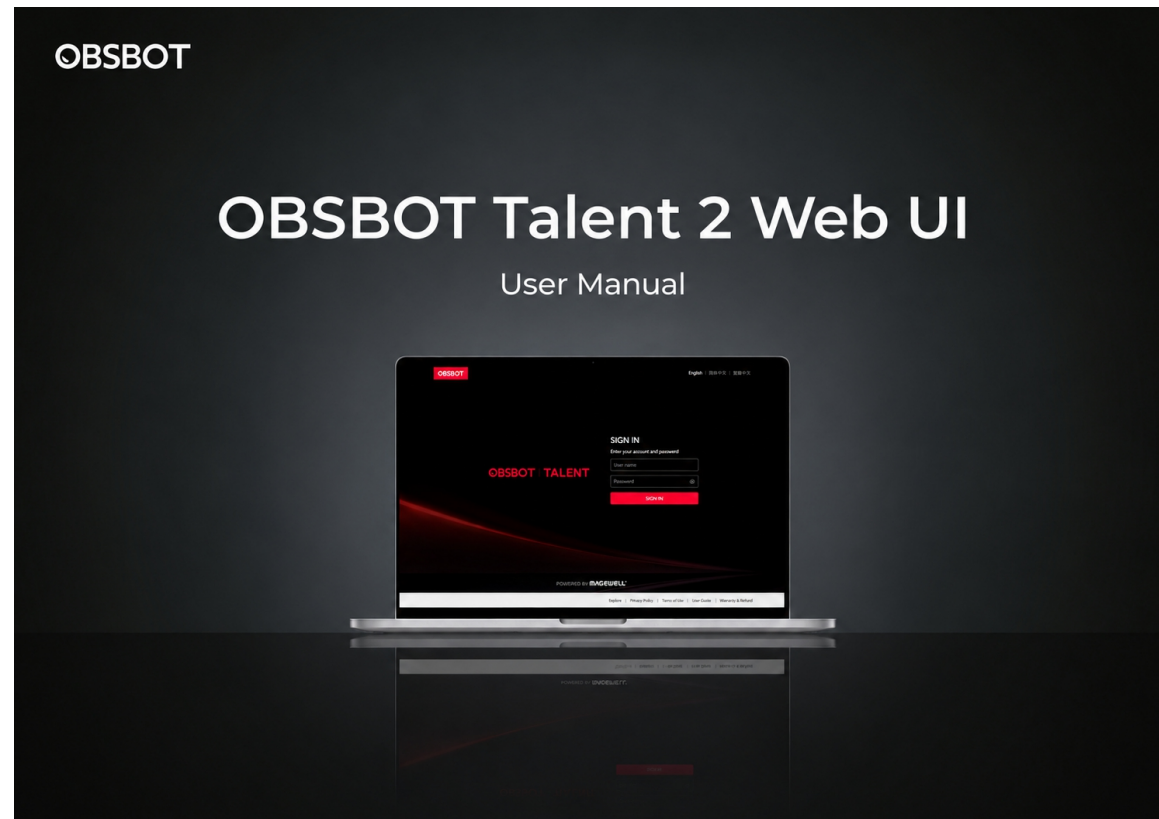
- **Media:** Upload and manage pictures, videos, and music.
- **System:** Configure and maintain the system, including general settings, network settings, security, firmware update, user administration, logs, etc.

The system configuration and maintenance functions are available only to the Admin user, not to common users.

In the user information area at the upper right corner, you can also change password, log out, and reboot the device.

The device reboot function is available only to the Admin user, not to common users.

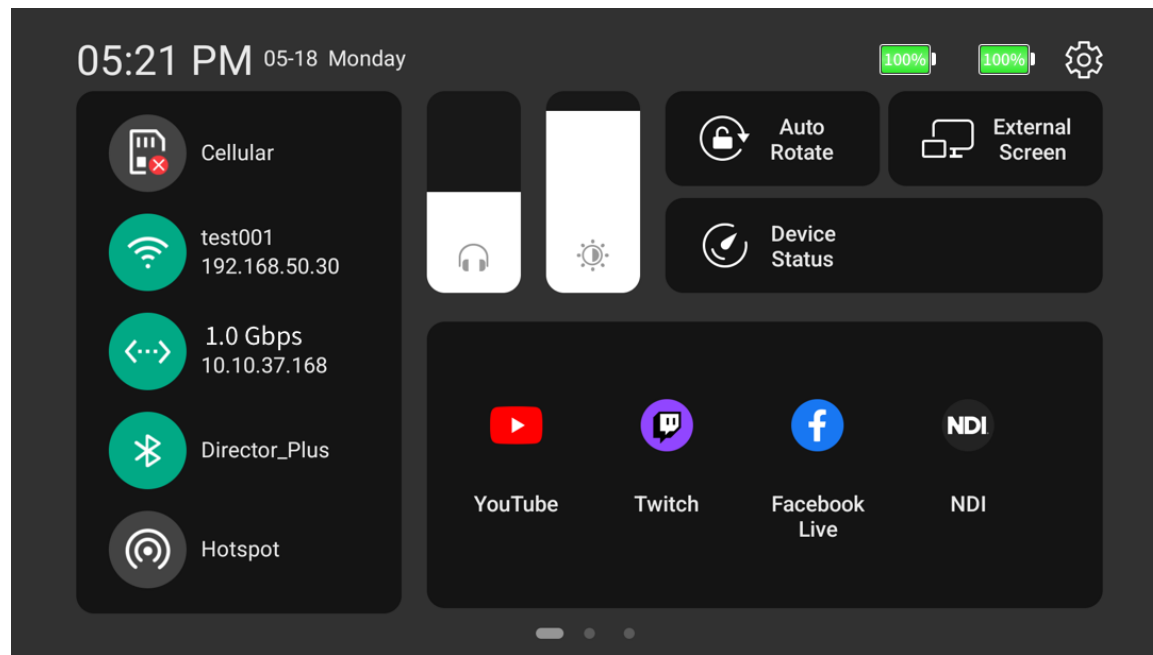
Log Into the Web UI



Access the Web UI

OBSBOT Talent 2 can connect to a network via Ethernet or Wi-Fi. After OBSBOT Talent 2 is connected to a network, you can use flexible methods to access its Web UI, including:

Access Method	Requirements
Use an Ethernet/Wi-Fi IP address	The Ethernet/Wi-Fi IP address of OBSBOT Talent 2 has been obtained.
Use MDNS	The computer and OBSBOT Talent 2 are in the same LAN.
Use Windows network discovery	On a Windows operating system.



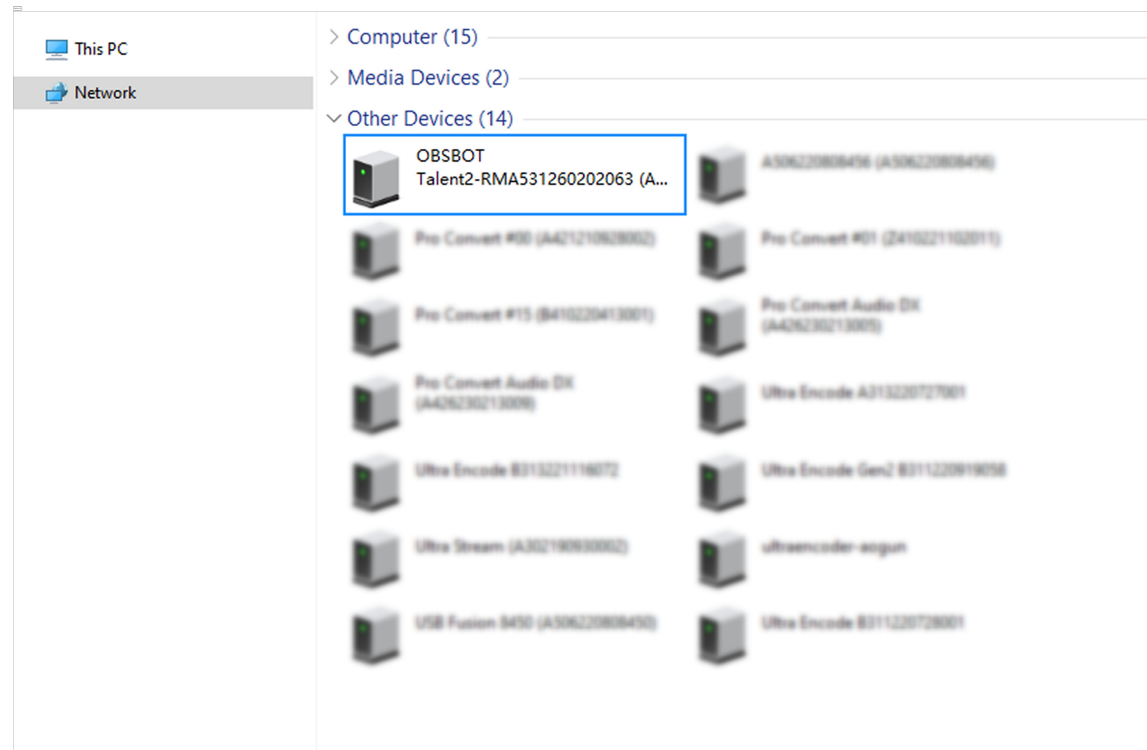
Use an Ethernet/Wi-Fi IP Address

1. Ensure that OBSBOT Talent 2 is powered on and has connected to a network. For the network settings of OBSBOT Talent 2 , please refer to *OBSBOT Talent 2 User Manual*.
2. Swipe down from the top of the device's main screen to open the Control Center, where you can find the IP address of the Ethernet or Wi-Fi.
3. Connect your computer and OBSBOT Talent 2 to the same network.
4. On the computer, open a browser, enter the IP address, and press **Enter**. Then you can see the Web UI login page.

Use MDNS

OBSBOT Talent 2 supports multicast DNS (mDNS), a simple, easy-to-build, user-friendly network discovery protocol. Thus, you can access the Web UI more quickly.

1. Ensure that OBSBOT Talent 2 and your computer are in the same local network.
2. On the computer, open a browser, enter *device name.local*, and press **Enter**. Then you can see the Web UI login page.
 - The default device name is "DP + Serial Number", for example, DPA511220416050. You can **customize the device name**.
 - The serial number of OBSBOT Talent 2 is the one that can be found on the back of the device, for example, A511220416050.



Use Windows Network Discovery

OBSBOT Talent 2 supports SSDP-based network discovery, which you can use to access the device.

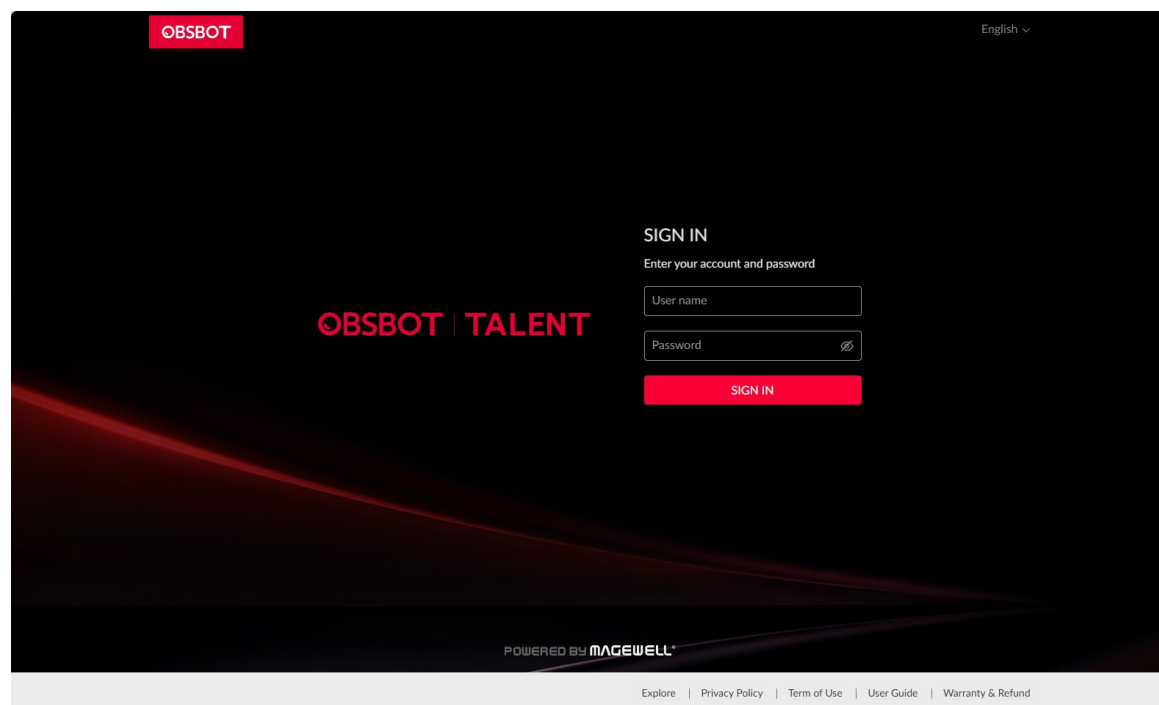
On Windows, you can use the File Explorer to discover OBSBOT Talent 2 . This method applies to Windows 7 and later.

The following uses Windows 10 as an example.

1. Ensure that your OBSBOT Talent 2 is powered on and has connected to a network. For the network settings of OBSBOT Talent 2 , please refer to *OBSBOT Talent 2 User Manual*.
2. Connect your computer and OBSBOT Talent 2 to the same network.
3. On the computer, open **File Explorer**. You can:
 - Click the **Start** button  , and select **File Explorer** in the start menu.
 - Hold down the  key and press E on your keyboard.
4. At the left panel of **File explorer**, click **Network**.
 If network discovery is disabled, you need to first enable it by referring to the following method:
 Choose  >  , then choose **Network and Internet** > **Network and Sharing Center** > **Change advanced sharing settings**. Under the current network (the one marked as **current profile**), click **Turn on network discovery**.
5. In the **Other Devices** area, the name of OBSBOT Talent 2 is displayed as "OBSBOT Talent 2 + Device Name (Serial Number)". Find your OBSBOT Talent 2 based on the **Serial number**.
 - The default device name is "DP + Serial Number", for example, DPA511220416050. You can [customize the device name](#).
 - The serial number of OBSBOT Talent 2 is the one that can be found on

the back of the device, for example A511220416050.

6. Double-click the device icon to access the Web UI login page.



Log Into the Web UI

To ensure system stability and security, OBSBOT Talent 2 grants permissions based on role. The roles and permissions are as follows:

Role	Default Name	Permission
Administrator	Admin	Basic view and configuration permissions, and system management and configuration permissions, which include user management, log management. This role cannot be deleted, nor can its name be changed.
Common user	None	Basic view and configuration permissions. No system management and configuration permissions. Common users are created and managed by the administrator.

OBSBOT Talent 2 allows multiple users to simultaneously log in to the Web UI and perform configurations. However, this may lead to previous configurations being overwritten by later configurations. Therefore, to prevent configuration conflicts, different users should avoid changing configurations at the same time.

- **Sign in:** Enter your account name and password on the Web UI login page.

To access the login page, see [Accessing the Web UI](#).

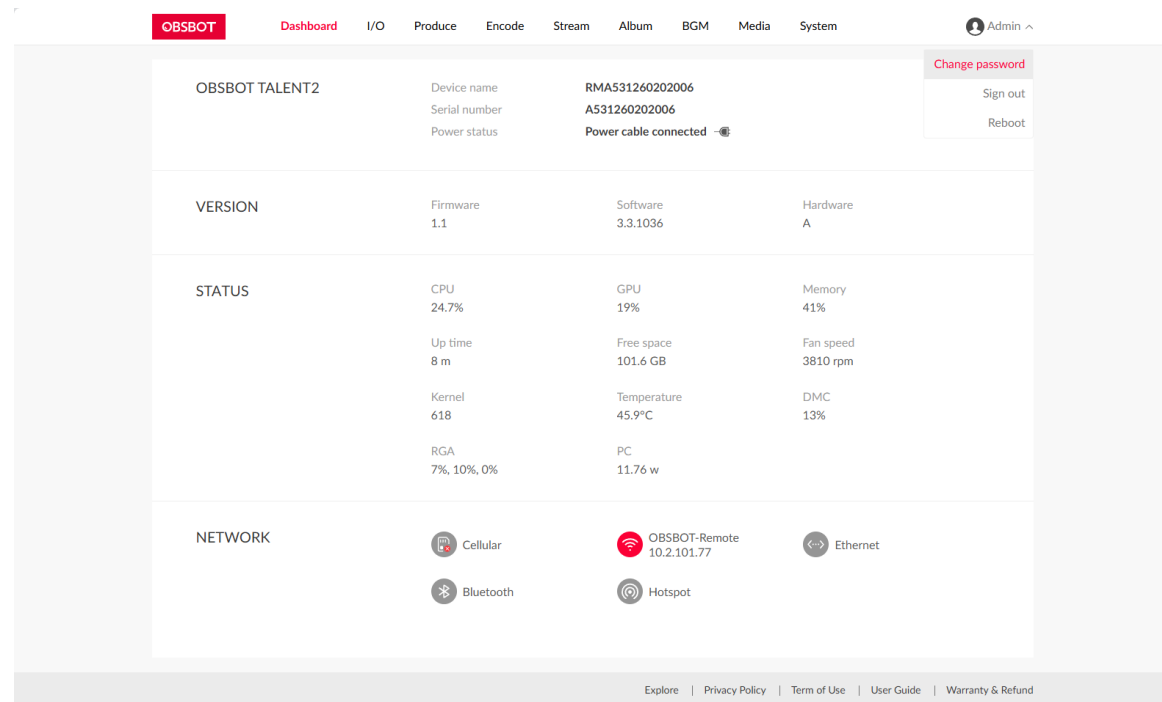
The default account name is **Admin**, and password is **Admin**, both of which are case sensitive.

The default language is English. You can select your preferred language on the upper right corner of the login page.

If you forget the login password:

- For a common user: Use the admin account to reset your password. For details, see [Reset the Password](#).
- For the administrator: Reset the device, and use the default admin account to log in. For details about device resetting, please refer to the *User Manual for OBSBOT Talent 2*.
- **Sign out:** After you log in, click the user name at the upper right corner, and click **Sign out**.

After using the Web UI, make sure you log out so as to prevent unauthorized access.



Change the Login Password

Periodically changing the login password can improve your account security.

For account security, you are advised to change the default password for the Admin user.

1. Log in to the Web UI.
2. Click the user name at the upper right corner, and click **Change password**.
3. In the displayed dialog box, enter the old password, new password, and confirm the new password.

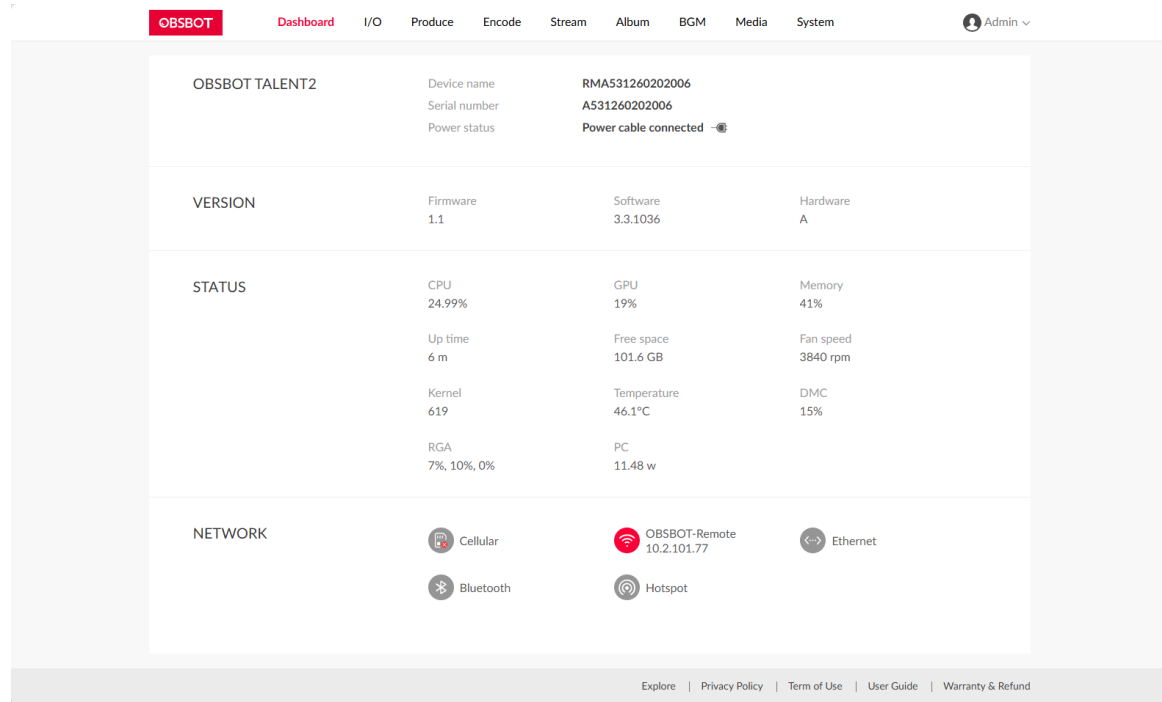
The password is case sensitive, ranging from 1 to 32 characters. Supported characters are as follows: A-Z, a-z, 0-9, and special characters

_~!@#\$%^&*~+=

4. Click **OK**.

Besides changing its own password, the Admin user can also reset passwords for common users. For details, see [Reset the Password](#).

View Device Information



The screenshot shows the OBSBOT Talent 2 Web UI Dashboard. The top navigation bar includes links for Dashboard, I/O, Produce, Encode, Stream, Album, BGM, Media, and System. The user is logged in as Admin. The main content area displays device information for OBSBOT TALENT2, including device name, serial number, power status, version (firmware, software, hardware), status (CPU, GPU, Memory, Up time, Free space, Fan speed, Kernel, Temperature, DMC, RGA, PC), and network settings (Cellular, Bluetooth, OBSBOT-Remote, Hotspot, Ethernet).

OBSBOT TALENT2			
Device name	RMA531260202006		
Serial number	A531260202006		
Power status	Power cable connected		
VERSION			
Firmware	1.1	Software	3.3.1036
Hardware	A		
STATUS			
CPU	24.99%	GPU	19%
Memory	41%	Up time	6 m
Free space	101.6 GB	Fan speed	3840 rpm
Kernel	619	Temperature	46.1°C
DMC	15%	RGA	7%, 10%, 0%
PC	11.48 w		
NETWORK			
Cellular	OBSBOT-Remote 10.2.101.77	Ethernet	
Bluetooth	Hotspot		

When using the OBSBOT Talent 2 , you can learn about the device information on the **Dashboard** page of the Web UI.

Basic Information

The **OBSBOT Talent 2** area, displays the basic information of the device.

- **Device name:** the name of the connected OBSBOT Talent 2 .
This name can be changed on System > General. Only the Admin user can **set the device name** on the Web UI.
- **Serial number:** the serial number of the connected OBSBOT Talent 2 . The serial number can also be found on the device.
- **Power status:** the power connection status, displaying the power cable or the battery status.

Version Information

The **VERSION** area displays the version information of the device.

- **Firmware:** the firmware version of OBSBOT Talent 2 .
- **Software:** the software version of OBSBOT Talent 2 .
After you **update firmware**, you can view the software version to check whether the update succeeds.
- **Hardware:** the hardware version of OBSBOT Talent 2 .

Device Status

The **STATUS** area displays the running status of the device.

- **CPU:** the CPU usage of OBSBOT Talent 2 , in percentage.
- **GPU:** the GPU usage of OBSBOT Talent 2 , in percentage.
- **Up time:** the duration that OBSBOT Talent 2 keeps running since last startup.
- **Free space:** the available storage of OBSBOT Talent 2 .
- **Fan speed:** the rotation speed of the fan per minute, which changes based on the temperature of OBSBOT Talent 2 .
- **Kernel:** the usage of kernel resource.
- **Memory:** the memory usage of OBSBOT Talent 2 , in percentage.
- **Temperature:** the temperature of the chipset on OBSBOT Talent 2 . To avoid overheating, ensure that the device is working in a well-aired environment with proper temperature. When the temperature approaches 90 degrees, take measures to lower it, such as by using a fan.
- **DMC:** the current utilization percentage of the Dynamic Memory Controller (DMC).
- **RGA:** the current utilization percentage of Raster Graphic Acceleration Unit (RGA).
- **PC:** the current power consumption in watts.

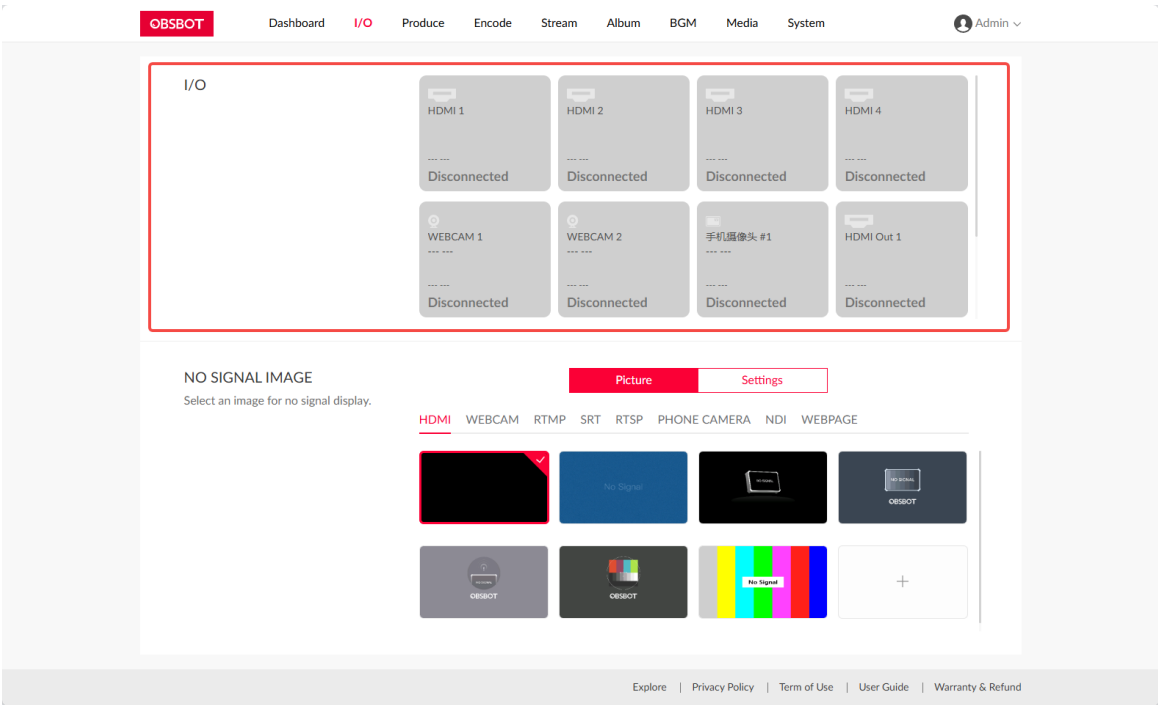
Network Information

The **NETWORK** area displays the network connection information.

- **Cellular:** the cellular network information if a USB Modem is connected.
- **Wi-Fi:** the name and IP address of the Wi-Fi.
- **Ethernet:** the IP address of the Ethernet.
- **Bluetooth:** the name of the Bluetooth device connected with the device.
- **Hotspot:** the hotspot name.

View Input and Output

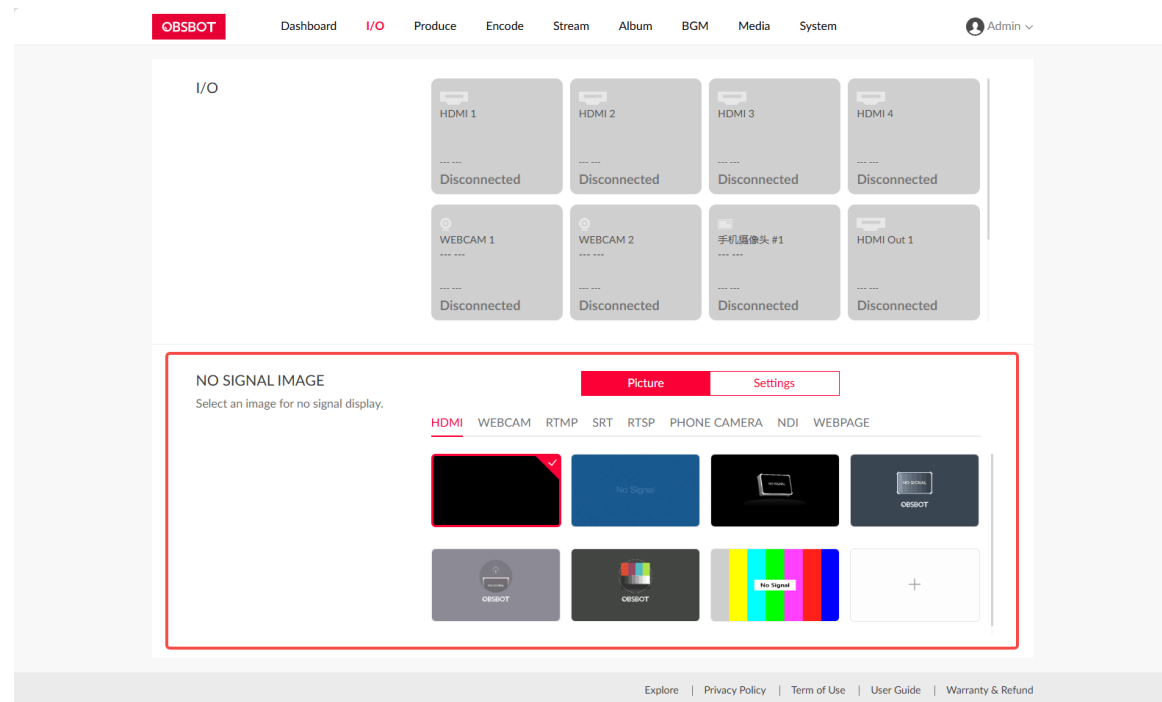
In the navigation bar at the upper part of the Web UI, click **I/O** to view input and output information and set no signal image.



View Input and Output Information

The **I/O** area displays the information of the input sources and three output ports of the current show.

Interface/Source Type	Display Information
Input	
HDMI 1/2/3/4	Color format, real-time frame rate, original resolution and frame rate
WEBCAM 1/2	Device name, video format, real-time frame rate, set resolution and frame rate
Network Stream	Stream name, URL, encoding format, real-time frame rate, bit rate, original resolution and frame rate
Phone Camera	Camera name, phone custom name or model, encoding format, real-time frame rate
Output	
HDMI OUT 1/2	Display content, sampling format, real-time frame rate, resolution and frame rate
USB OUT	Display content, sampling format, real-time frame rate, resolution and frame rate



Set No Signal Image

In the **NO SIGNAL IMAGE** area, you can choose to overlay input name and select an image for no signal display.

Select No Signal Image

You can select a default or custom image for no signal display, which can be up to 1920x1080, 1.00MB.

1. In the **NO SIGNAL IMAGE** area, click **Picture**.
2. Click each source tab to select an image for different sources.
3. Click **+** to select an image from the Media. If no images are available, you can click **Upload** to import an image from local.

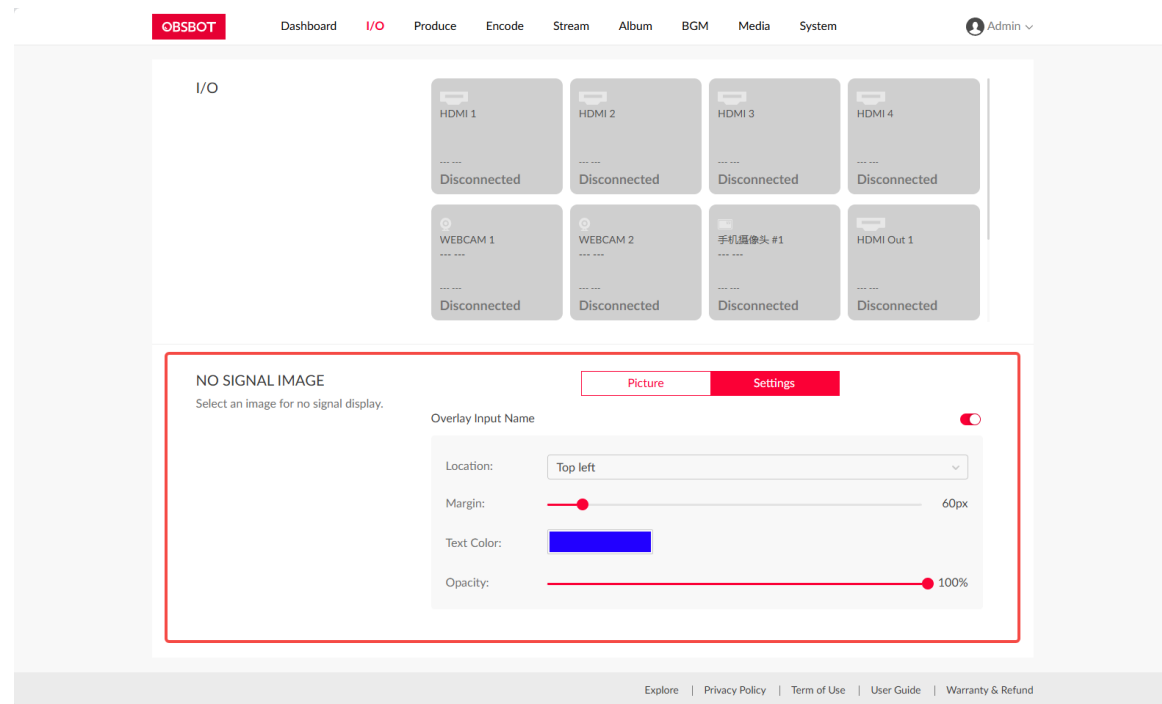
Supported image files are JPEG, PNG, BMP.

4. Click **+** again to add more images.
5. Click one image to set it as the no signal image.

After that, when the source is no signal, it displays the selected image. If no image is selected, it displays the default one.

Delete No Signal Image

1. In the **NO SIGNAL IMAGE** area, click **Picture**.
2. Click a source tab.
3. Move the cursor over a thumbnail, and click .
4. Click **Delete** on the menu, and confirm to delete on the popup.
The default images cannot be deleted.

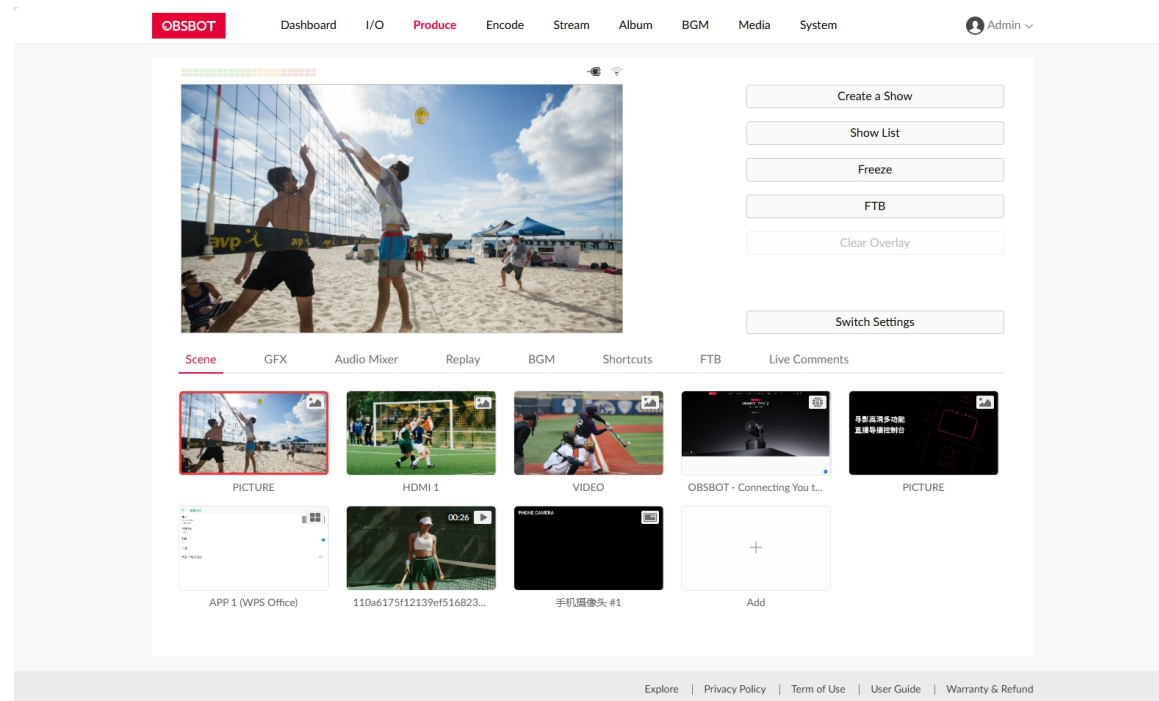


Overlay Input Name

1. In the **NO SIGNAL IMAGE** area, click **Settings**.
2. Toggle on the switch of **Overlay Input Name**.
3. Select the location where to display the input name.
4. Drag the slider to adjust the margin.
5. Select the text color.
6. Drag the slider to adjust the text opacity.

Produce Your Show

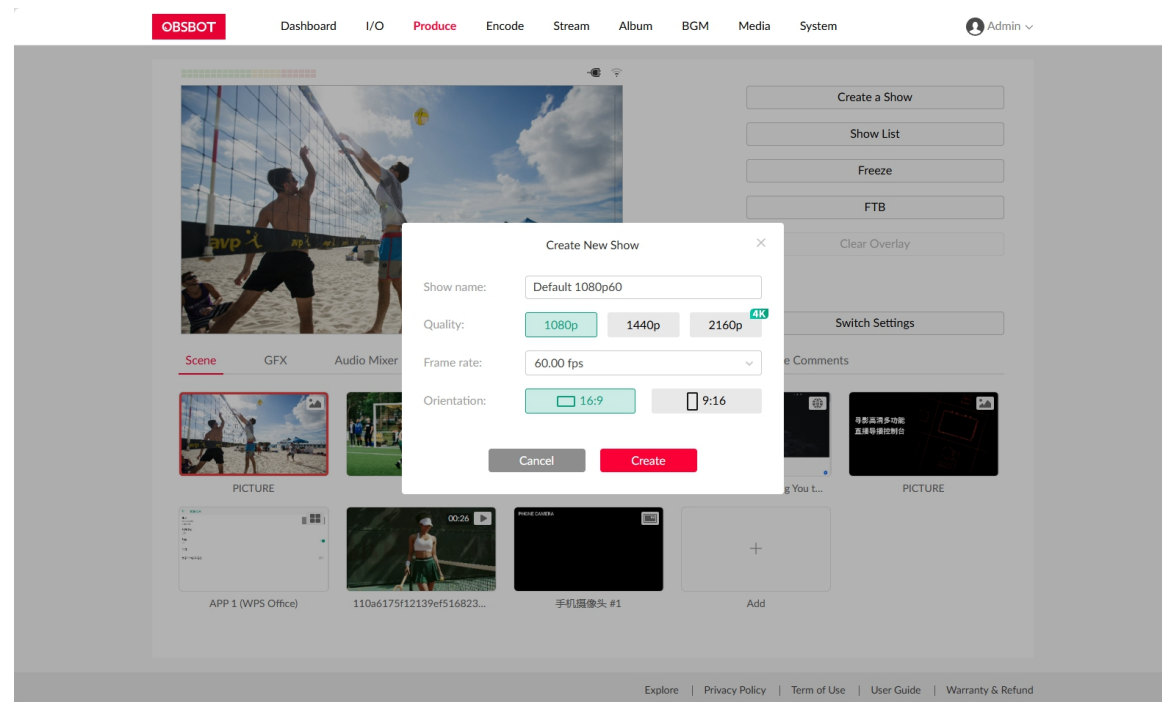
On the Produce page, you can create, manage, import and export shows, control scenes, **GFX** and audio, etc. You can also set shortcuts for the keyboard connected to the OBSBOT Talent 2 for more convenient control.



Preview Show

At the preview area on the Produce page, it displays the status bar and the real-time program image with the program audio level.

- The status bar displays the audio meter, recording and streaming status, power status, along with the connection status of headphone, Bluetooth device, SD card and network.
- Move the cursor over the preview video box, click  to monitor audio through the Web UI, and click  to mute.
- Move the cursor over the preview video box, click  to go to full screen mode, and click  to exit.
- Click **Freeze** on the right side to freeze the program image and click **Unfreeze** to unfreeze
- Click **FTB** on the right side to fade the program image into black or the specified image and mute the audio, and click **FTB** again to bring your show back. You can **set FTB image** and **set FTB transition duration**.
- Click tabs under the preview area to control scenes, **GFX**, etc.
- Move the cursor over a tab and click  to open it as a new tab, supporting Scene, **GFX**, Audio Mixer, Shortcuts, and Live Comments. By this way, you can customize your own preferred layout.

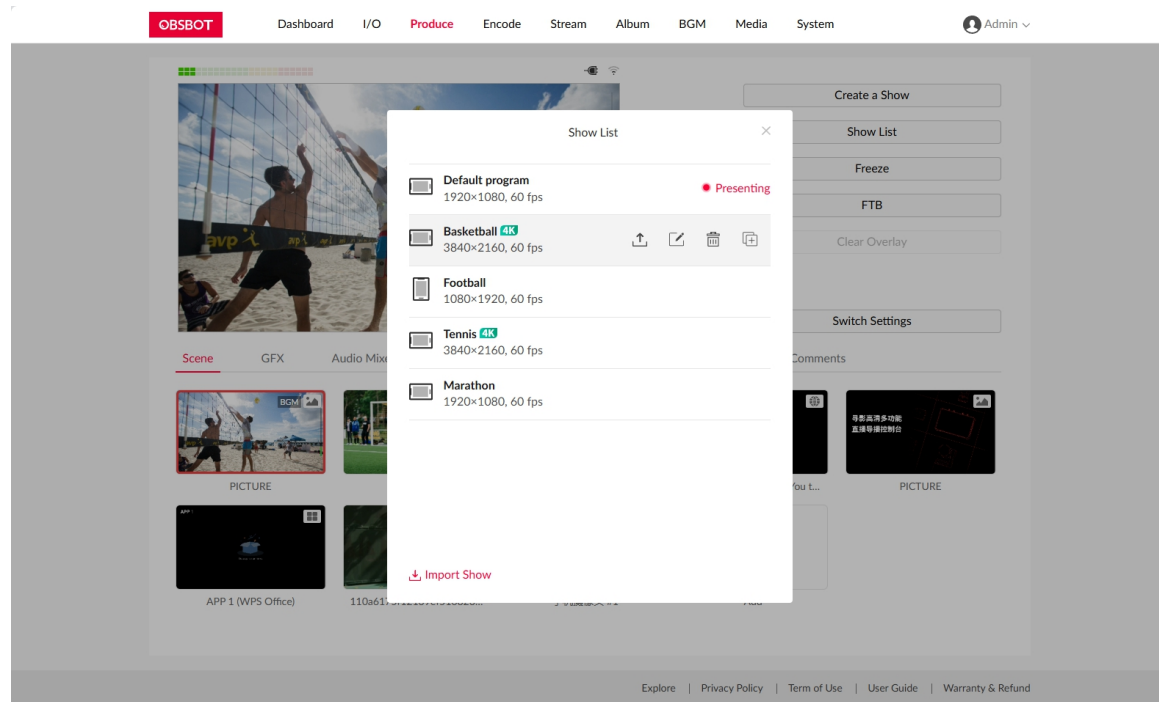


Create and Manage Shows

Create Show

1. Click **Create a Show** on the **Produce** page.
2. Enter your show name.
3. Select the show quality. Options include 1080p, 1440p, 2160p (4K).
4. Select the frame rate. Options include 60/59.94/50/30/29.97/25/24/23.98 fps.
5. Choose the screen orientation: 16:9 (landscape), 9:16 (portrait).
6. Click **Create**.

After you create a show, the show is opened as the current show.



Manage Show

The show list displays the name and frame rate of each show, through which you can switch and manage shows.

Switch Show

1. Click **Show List** on the **Produce** page.
2. Click a show name to switch to the show.

Import Show

1. Click **Show List** on the **Produce** page.
2. Click **Import Show** at the bottom left corner.
3. Select a show file (.zip) to import.
The imported show will be added to the show list.

Export Show

1. Click **Show List** on the **Produce** page.
2. Move the cursor over a show.
3. Click .
4. Select the media files to export together with the Show Config file, or click **Select All** to select all the files, and then click **Export**.
5. Then, the show is exported as a .zip file.

Rename Show

1. Click **Show List** on the **Produce** page.
2. Move the cursor over a show.

3. Click .
4. Enter a new name, and click **Save**.

Copy Show

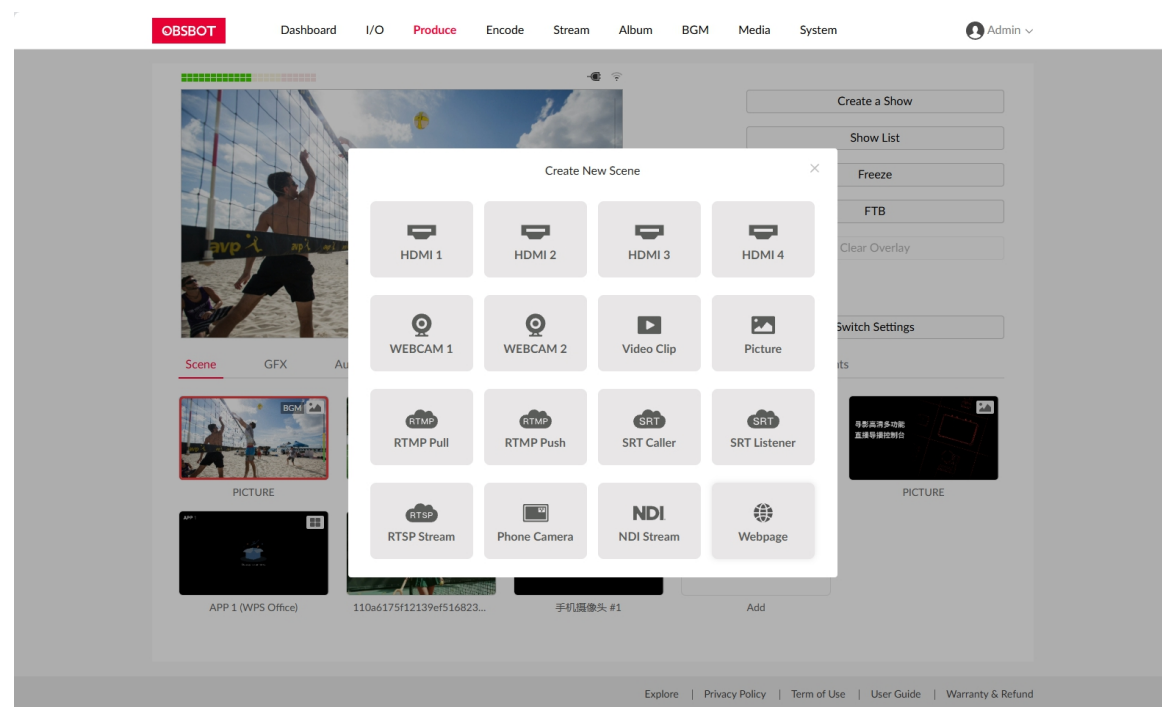
1. Click **Show List** on the **Produce** page.
2. Move the cursor over a show.
3. Click .
4. Enter a new name, and click **Copy**.

The new show you created inherits everything from the original show.

Delete Show

1. Click **Show List** on the **Produce** page.
2. Move the cursor over a show.
3. Click .
4. Confirm to delete on the popup.

 The current presenting show cannot be deleted.



Control Scene

Click the **Scene** tab to view the scene thumbnails and names of the current show.

Create Scene

You can create single-view scenes.

1. Click the **Add** button.
2. Select a source in the **Create New Scene** window to add.
 - **HDMI**
A high-quality external signal from a professional camera, computer, game console, etc.
 - **WEBCAM**
A high-quality external signal from a USB device, such as webcam. For details, refer to [Add WEBCAM](#).
 - **Video Clip**
Select a video file from the media, which can be up to 4K, encoded in H.264, and in MOV, MP4, WebM or MKV format.
If you upload a MOV file in ProRes 4444 format, it will be automatically converted to the WebM format to enhance performance.

You can click **Upload** to add more files into the media library.

- **Picture**
Select picture file from the media, which can be JPG, PNG or BMP.

You can click **Upload** to add more files into the media.

- **RTMP Pull**

A streaming source pulled via **RTMP** from a third-party server. Please refer to [Add RTMP Pull](#).

- **RTMP Push**

A streaming source pushed to the OBSBOT Talent 2 via **RTMP**. Please refer to [Add RTMP Push](#).

- **SRT Caller/Listener**

A streaming source supporting **SRT** protocol.
Please refer to [Add SRT Caller/Listener](#).

- **RTSP**

A streaming source pulled via RTSP. Please refer to [Add RTSP Stream](#).

- **Phone Camera**

A camera signal from the phone installed with the Obsbot Live App.
You can [Add Phone Camera](#) first, and then use your phone to connect the device.

- **NDI Stream**

A streaming source pulled via NDI[®] HX2, NDI[®] HX3 or NDI High Bandwidth. Please refer to [Add NDI Stream](#). It supports H.264, H.265 and SpeedHQ codec.

- **Webpage**

The content of a webpage. Please refer to [Add Webpage](#).

3. Repeat the above steps to create more scenes.

Notice:

- In the same show, you can create up to 10 streams and Phone Cameras in

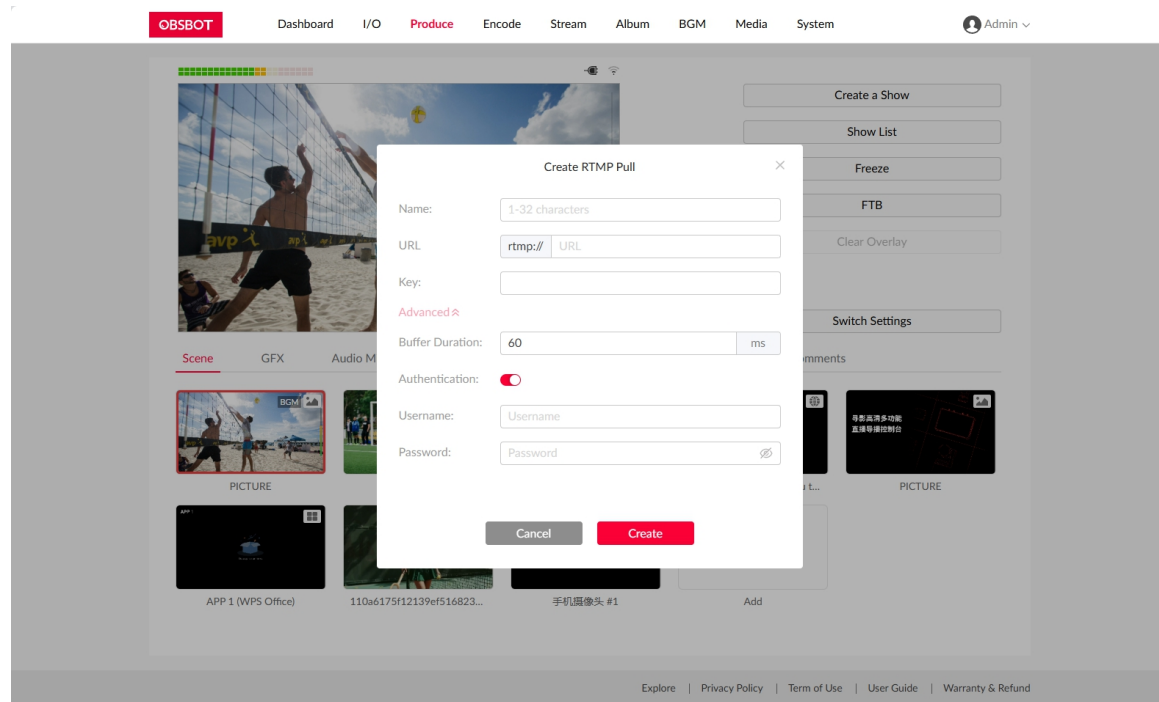
total.

- In the same show, you can create up to 3 webpages.

Add WEBCAM

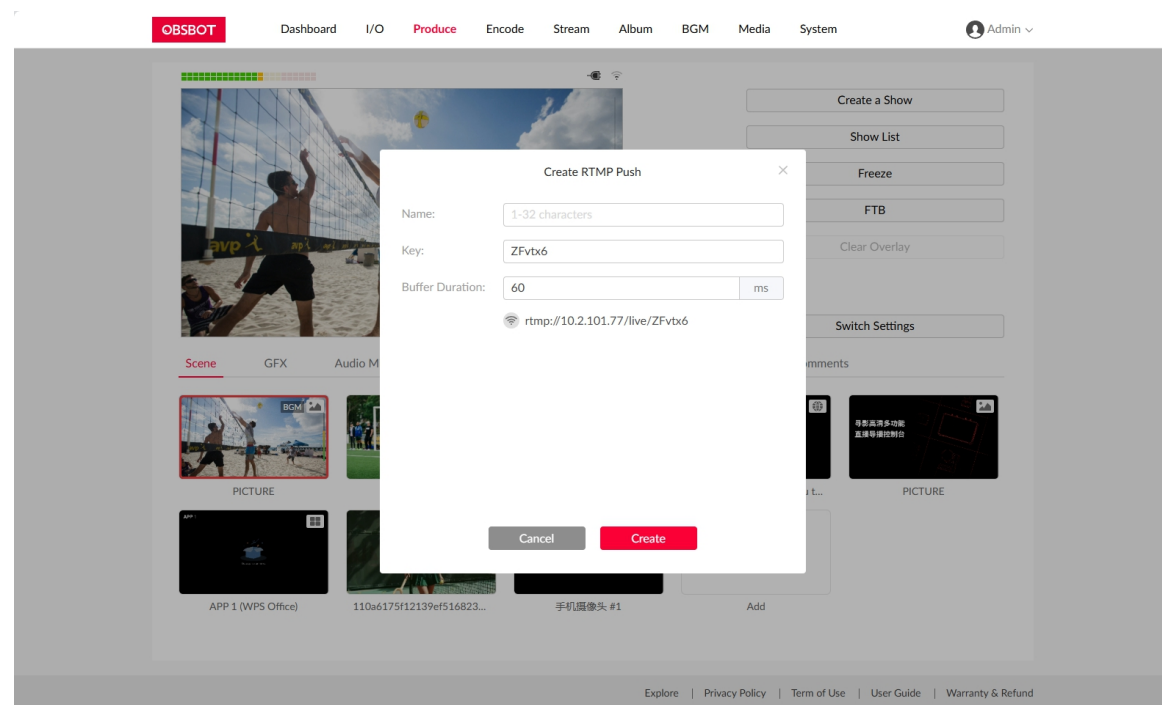
1. Click the **Add** button in the Scene tab.
2. Select **WEBCAM 1** or **WEBCAM 2** in the **Create New Scene** window.
3. Bind a webcam device to WEBCAM 1 or WEBCAM 2 according to the following situations.
 - If one USB device is connected, choose **WEBCAM 1**, then the device will be bound with WEBCAM 1 automatically. When you add **WEBCAM 2**, no-signal screen will be displayed, vice versa.
 - If two or more USB devices are connected, when adding **WEBCAM 1** or **WEBCAM 2**, please select a device on the popup to bind.

You can refer to [Edit Scene](#) to select or change the USB device bound to WEBCAM 1 or WEBCAM 2 as well set the WEBCAM's properties.



Add RTMP Pull

1. Click the **Add** button in the Scene tab.
2. Click **RTMP Pull** in the **Create New Scene** window.
3. Enter the following information.
 - **Name:** Specify an alias name for your convenience of multi-item management.
 - **URL:** Enter the **RTMP** URL of the **RTMP** server. To add a video stream from a live platform, you can get the **RTMP** URL from the platform.
 - **Key:** Enter the key set on the **RTMP** server.
4. (Optional) Click **Advanced** to set the following parameters.
 - **Buffer duration:** It ranges from 20ms to 8000ms, and the default value is 60ms. You can set a short duration when low latency matters.
 - **Authentication:** If the **RTMP** sender requires authentication, toggle on **Authentication** and enter **Username** and **Password** provided by the **RTMP** sender.
5. Click **Create**.
6. To add more **RTMP** streams, repeat step 1 and 2, click **Create Stream**, and operate as step 3 to 5 to finish creation.
7. After a stream is added, its information is recorded in the show. You can select an existing stream when you create a new scene.
8. To edit a stream, please refer to **Edit Scene**, or you can repeat step 1 and 2 and then click  to make changes.
9. To delete a stream, you can delete all the scenes containing this stream, or delete the stream source in all the relative scenes on the device.



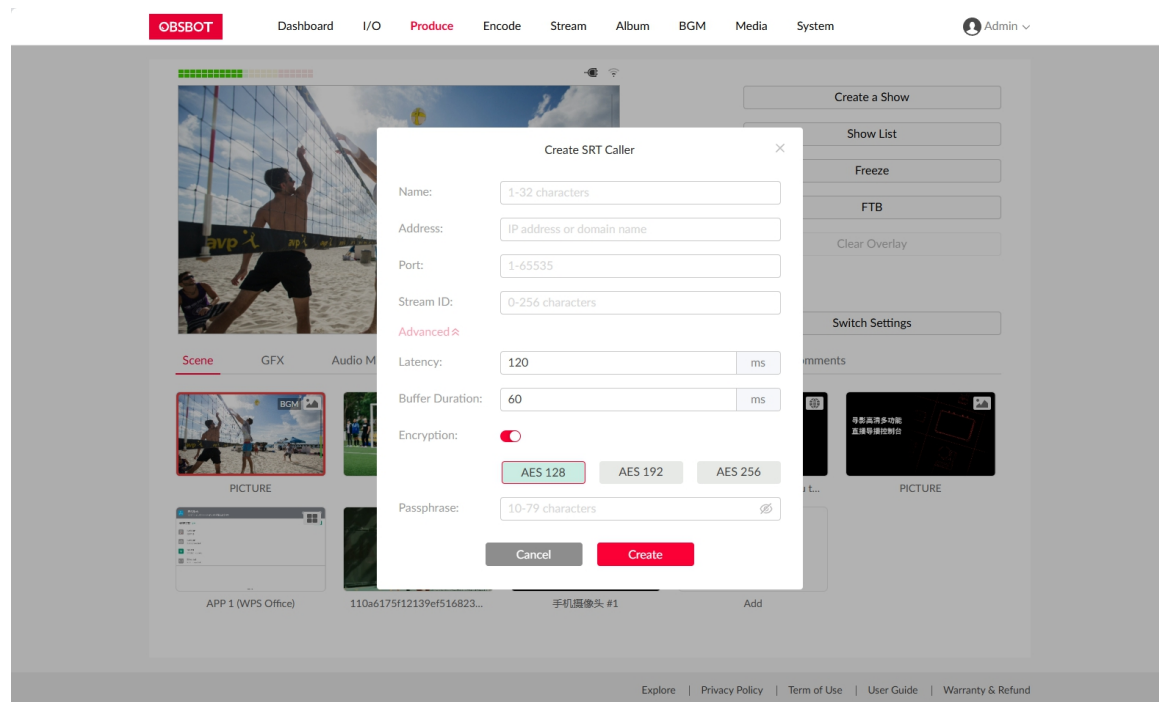
Add RTMP Push

You can send **RTMP** streams to the OBSBOT Talent 2 , and the IP address of OBSBOT Talent 2 is the destination.

1. Click the **Add** button in the Scene tab.
2. Click **RTMP Push** in the **Create New Scene** window.
3. Enter the following information, and click **Create**.
 - **Name:** Specify an alias name for your convenience of multi-item management.
 - **Key:** Specify a stream key.
 - **Buffer duration:** It ranges from 20ms to 8000ms, and the default value is 60ms. You can set a short duration when low latency matters.

A stream address is automatically generated at the bottom of the window, including an Ethernet address and/or a wireless network address. The sender should use this address as the destination address.

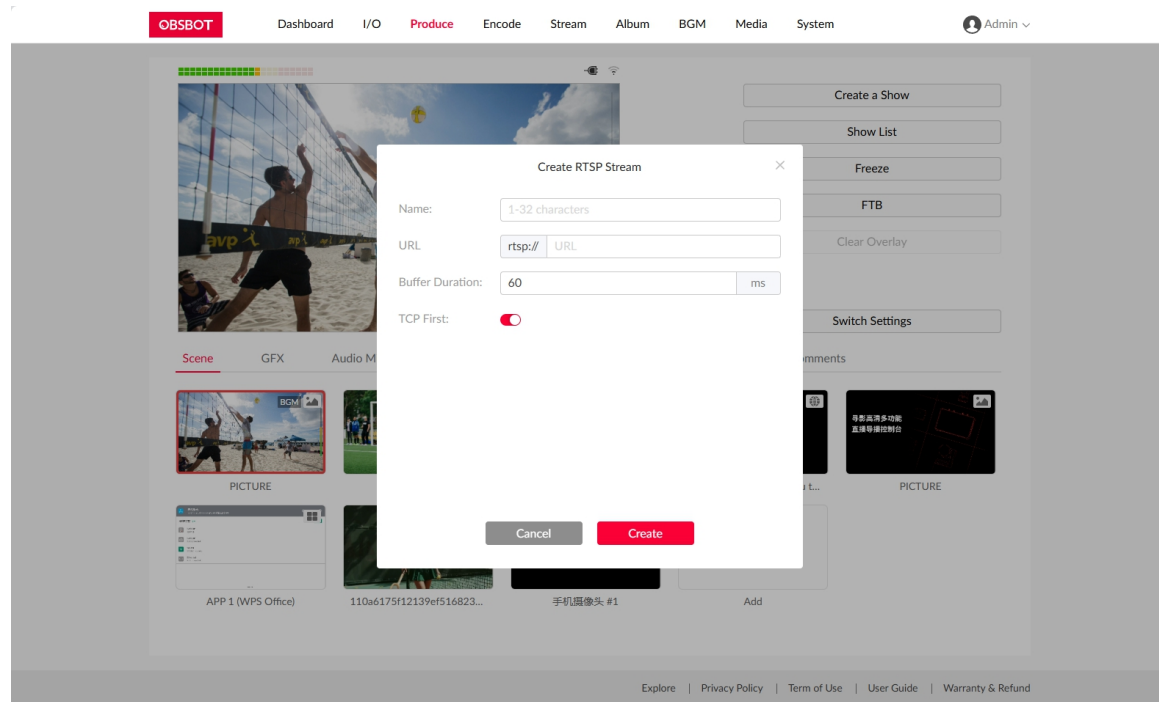
4. To add more **RTMP** streams, repeat step 1 and 2, click **Create Stream**.
5. After a stream is added, its information is recorded in the show. You can select an existing **RTMP** stream when you create a new scene.
6. To edit a stream, please refer to **Edit Scene**, or you can repeat step 1 and 2 and then click  to make changes.
7. To delete a stream, you can delete all the scenes containing this stream, or delete the stream source in all the relative scenes on the device.



Add SRT Caller/Listener

1. Click the **Add** button in the Scene tab.
2. Click **SRT Caller** or **SRT Listener** in the **Create New Scene** window.
3. Enter the following information.
 - **Name:** Specify an alias name for your convenience of multi-item management.
 - **Address:** Available for **SRT Caller**. If the **SRT** listener and caller are on the same LAN, enter the private IP address of the **SRT** listener on the LAN. If the **SRT** listener and caller are in different network environments, enter the public IP address of the **SRT** listener.
 - **Port:** Enter the port of the source. It ranges from 1 to 65535.
 - **Stream ID:** Available for **SRT Caller**. Enter the stream ID of the listener, which can contain 0 to 256 characters. You can leave it empty if the listener has no stream ID.
4. (Optional) Click **Advanced** to set the following parameters.
 - **Latency:** Enter a number between 20 and 8000. The default value is 120. It is recommended that the latency is configured the same as that of the source.
 - **Buffer duration:** The value ranges from 20ms to 8000ms. The default value is 60ms. You can set a short duration when low latency matters.
 - **Encrypted:** If the stream from the source is encrypted, toggle on **Encrypted**, select the encryption mode, which can be **AES 128**, **AES 192** or **AES 256**, and then enter the **Passphrase**.
5. Click **Create**.

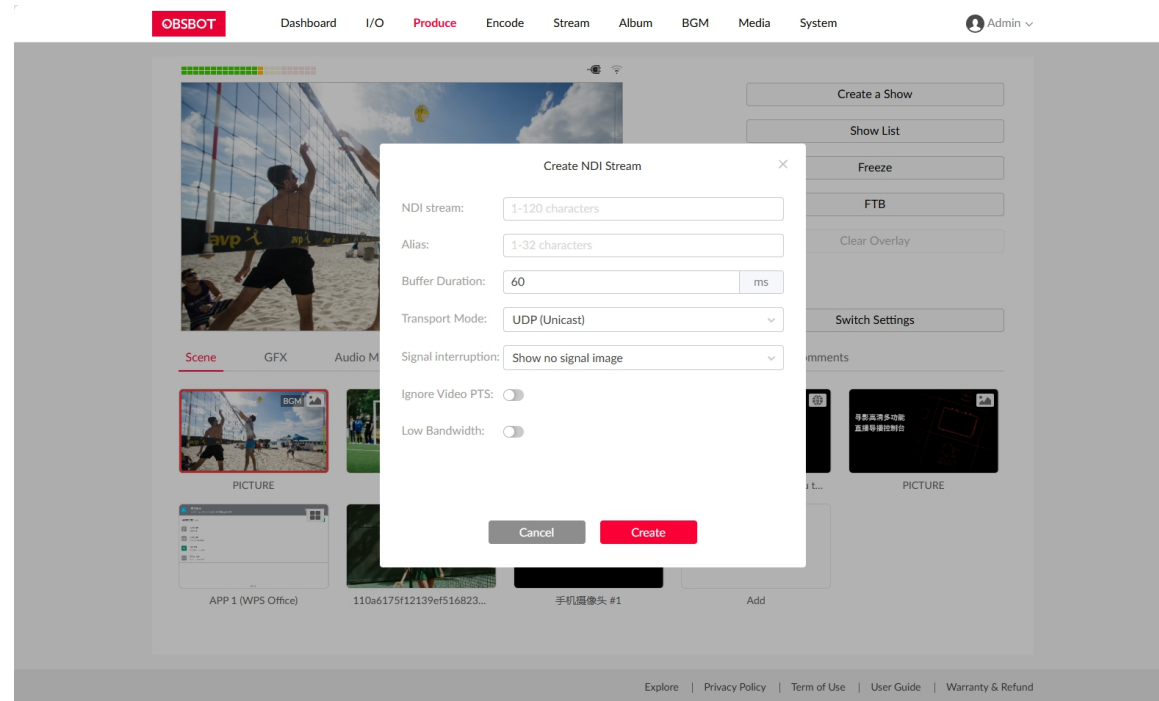
6. To add more **SRT** streams, repeat step 1 and 2, click **Create Stream**, and operate as step 3 to 5 to finish creation.
7. After a stream is added, its URL is recorded in the show. You can select an existing URL when you create a new scene.
8. To edit a stream, please refer to **Edit Scene**, or you can repeat step 1 and 2 and then click  to make changes.
9. To delete a stream URL, you can delete all the scenes containing this stream, or delete the stream source in all the relative scenes on the device.



Add RTSP Stream

1. Click the **Add** button in the Scene tab.
2. Click **RTSP Stream** in the **Create New Scene** window.
3. Enter the following information.
 - **Name:** Specify an alias name for your convenience of multi-item management.
 - **URL:** Enter the RTSP URL. The URL syntax is `rtsp://[username:password@]IP-address:port/path`, where "username:password@" is optional which is required only if the streaming server demands authentication, "IP-address" is the IP address of the streaming server, "port" is the port number of the streaming server, and "path" is the path on the server that identifies the media resource.
 - **Buffer duration:** The value ranges from 20ms to 8000ms. The default value is 60ms. You can set a short duration when low latency matters.
 - **TCP first:** It is enabled by default. The device will first attempt to use TCP for communication. If it fails, it will then try to use UDP instead. If disabled, the device will use UDP for communication.
4. Click **Create**.
5. To add more RTSP streams, repeat step 1 and 2, click **Create Stream**, and operate as step 3 to 4 to finish creation.
6. After a stream is added, its URL is recorded in the show. You can select an existing URL when you create a new scene.
7. To edit a stream, please refer to **Edit Scene**, or you can repeat step 1 and 2 and then click  to make changes.

- To delete a stream URL, you can delete all the scenes containing this stream, or delete the stream source in all the relative scenes on the device.



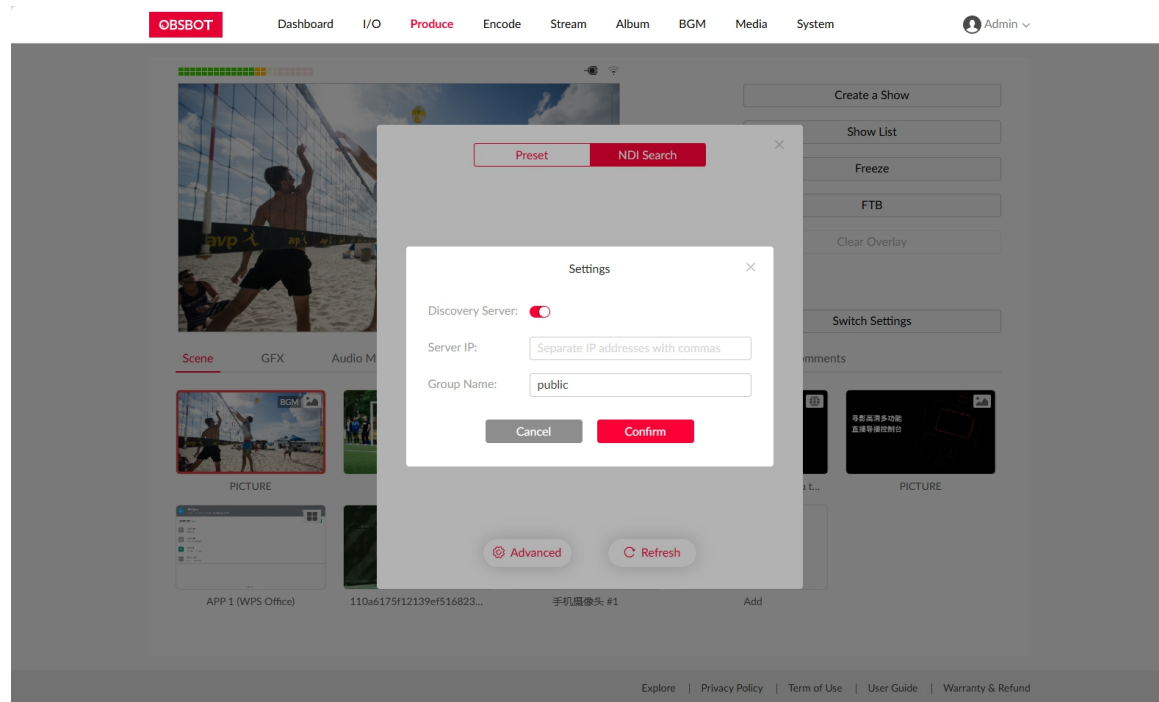
Add NDI Stream

Add NDI Stream Manually

- Click the **Add** button in the Scene tab.
- Click **NDI Stream** in the **Create New Scene** window.
- Click the **Preset** tab, and then click **Create NDI stream..**
- Enter the following information.
 - Alias:** Specify an alias name for your convenience of multi-item management.
 - NDI stream:** Enter the stream name of NDI source, which is case-insensitive, or enter IP:Port.
 - Buffer duration:** The value ranges from 20ms to 8000ms. The default value is 60ms. You can set a short duration when low latency matters.
 - Transport mode:** Options include UDP (Unicast), UDP (Multicast), RUDP (Unicast), TCP (Uni-connection) and TCP (Multi-connection).
 - Signal interruption:** Select to show no signal image or show last frame when NDI signal is interrupted.
 - Ignore video PTS:** For some video streams with wrong timestamps, toggle on this function to ensure smooth video output.
 - Low bandwidth:** It is recommended to enable this function when the

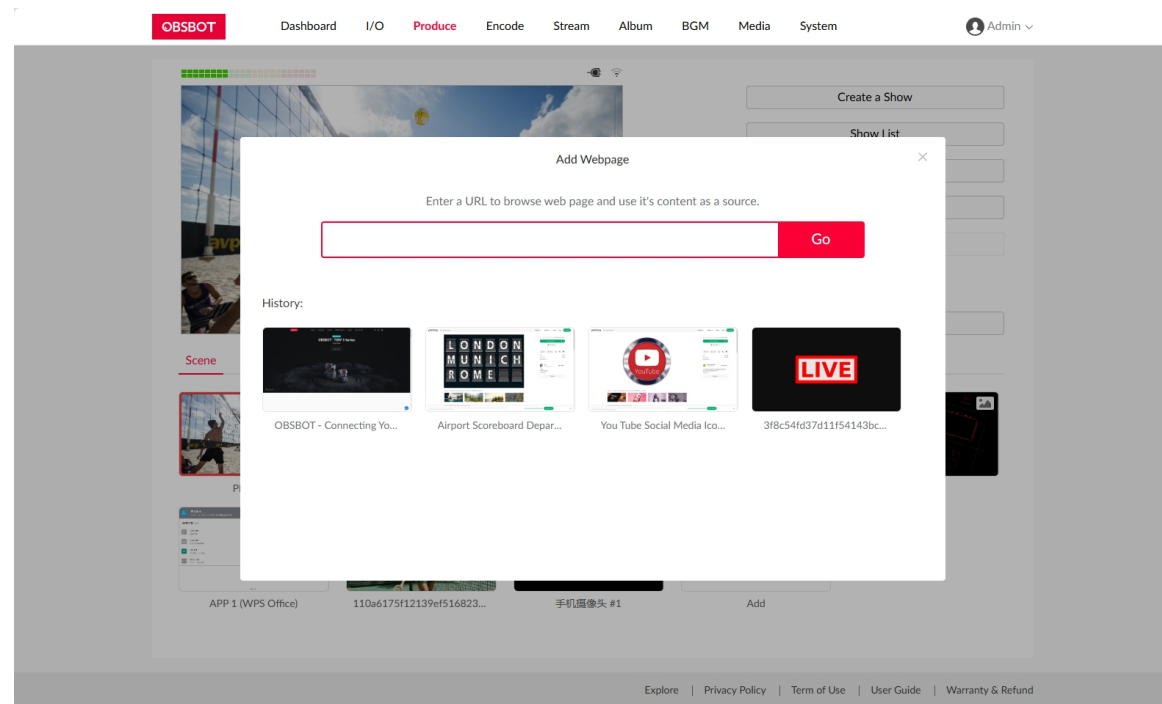
connected network speed is too low to output smooth video. When toggled on, the video stream drops to medium quality and uses significantly less bandwidth.

5. Click **Create** to add the stream to the scene.
6. Repeat the steps above to create more NDI streams.
When multiple NDI streams are created, you can select one to add to a scene.
7. To edit a stream, please refer to **Edit Scene**, or you can repeat step 1 and 2 and then click  to make changes.
8. To delete an stream, repeat step 1 and 2 and then click .
If a NDI stream is in one or more scenes, it cannot be deleted. Please delete the source in relative scenes on your device at first, and then delete it.



Search NDI Stream Automatically

1. Click the **Add** button in the Scene tab.
2. Click **NDI Stream** in the **Create New Scene** window.
3. Click **NDI Search**, and it starts searching NDI sources in the same LAN. By default, it searches NDI sources of the public group.
4. Click **Advanced**, enter **Group name**, and Click **Confirm**. Then it starts searching sources in corresponding group(s).
Group name is case-insensitive, and should contain A to Z, a to z, 0 to 9 and special characters like `_`-. The group name entry can contain comma-separated values, allowing the device search all the groups listed here.
5. If you toggle on **Discovery server**, it can auto-detect a source sender in different network segment but be able to ping. And the Server IP should be the IP address of the server running discovery server software.
6. Select a detected NDI source in the list to add to the scene. And it is added to the **Preset** list at the same time.

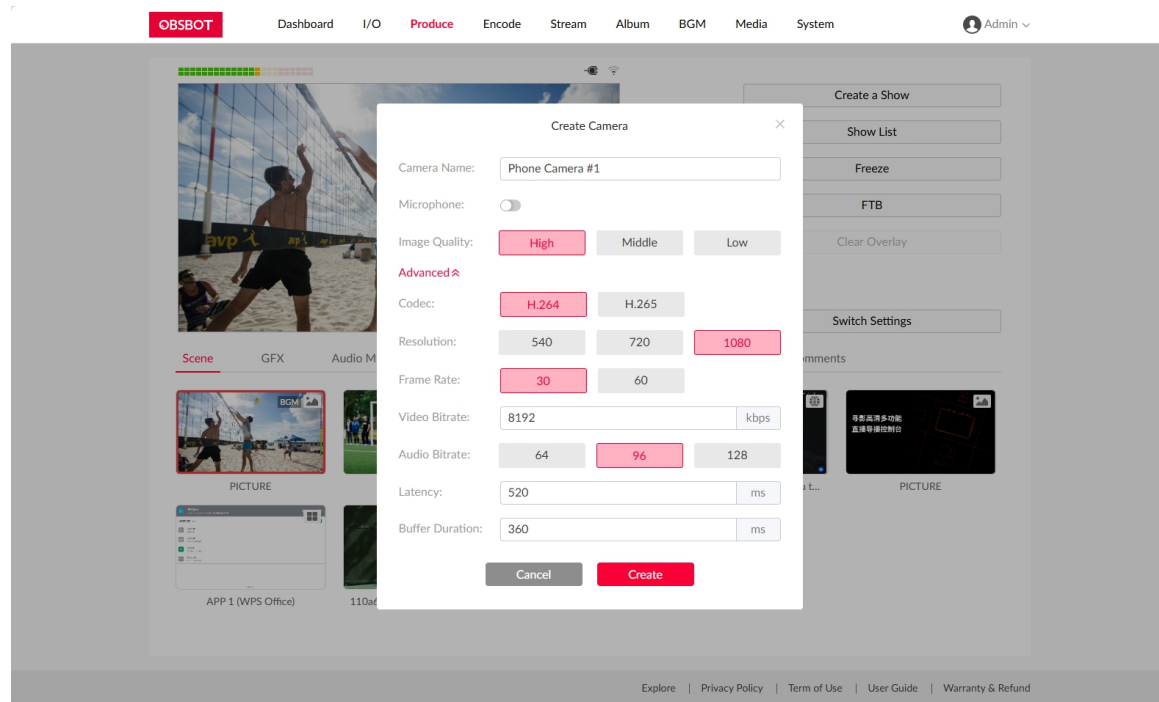


Add Webpage

1. Click the **Add** button in the Scene tab.
2. Click **Webpage** in the **Create New Scene** window.
3. Enter a URL and click **Add**.
4. Click **+ Add** to add more.

The History lists all the added URLs, and you can click one thumbnail to add it as a scene. Move the cursor over a thumbnail, click  and click **Delete** on the menu to delete the URL.

- You can add up to 3 webpages as scene sources in a show.
- It is not recommended to add a video URL as it will consume a lot of system resources.



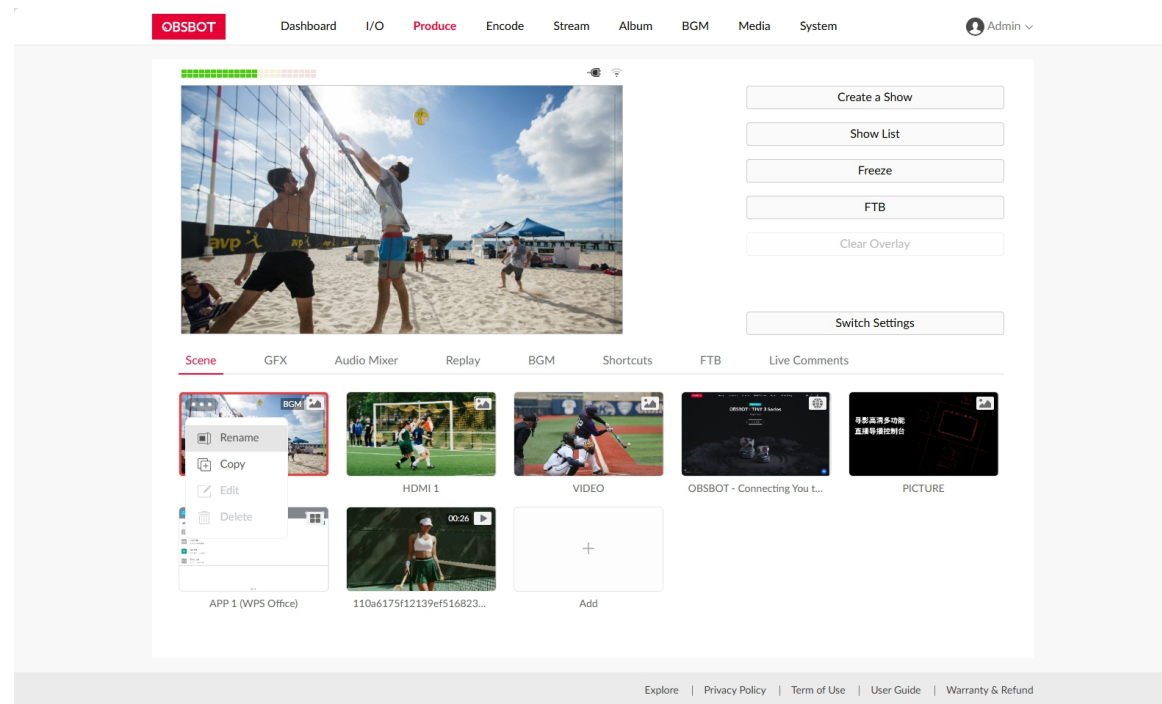
Add Phone Camera

To use the image from your phone's camera as a source, you have to create Phone Camera on the device at first.

1. Click the **Add** button in the Scene tab.
2. Click **Phone Camera** in the **Create New Scene** window.
3. Enter the camera name (1 - 32 bytes).
4. Toggle on Microphone, so that the OBSBOT Talent 2 can capture audio from your phone.
5. Select the image quality: High, Middle, Low.
6. (Optional) Click **Advanced** to set relative properties.
 - **Codec:** H.264, H.265
 - **Resolution:** Options change along with the quality of the show.
 - **Frame rate:** Options change along with the frame rate of the show, which can be 60/59.94/50/30/29.97/25/24/23.98/15 fps.
 - **Video bitrate:** enter your preferred value.
 - **Audio bitrate:** 64, 96, 128
 - **Latency:** enter a number between 20 to 8000. It is recommended that the latency is configured the same as that of the source.
 - **Buffer duration:** The value ranges from 20ms to 8000ms. You can set a short duration when low latency matters.
7. Click **Create**.
8. To create more cameras, repeat step 1 and 2, and then click **Create camera** in the **Select Phone Camera** window to add a new camera.
9. To edit an existing phone camera, please refer to **Edit Scene**, or you can

repeat step 1 and 2 and then click  to make changes.

10. Connect the device with you phone installed with Obsbot Live App. Please refer to 《OBSBOT Talent 2 User Manual》 .



Manage Scene

Rename Scene

1. Move the cursor over a scene, and click .
2. Click **Rename** on the menu.
3. Enter the new scene name, and click **Save**.

Copy Scene

1. Move the cursor over a scene, and click .
2. Click **Copy** on the menu.
3. Enter the new scene name, and click **Copy**.

Edit Scene

You can edit the properties of WEBCAM, Phone Camera, and Stream sources.

1. Move the cursor over a scene containing WEBCAM, Phone Camera, or Stream source, and click .
2. Click **Edit** on the menu.
3. Select a source if there are multiple editable sources.
4. Make your changes and click **Save**.

Delete Scene

1. Move the cursor over a scene, and click .
2. Click **Delete** on the menu.
3. Confirm to delete on the popup.

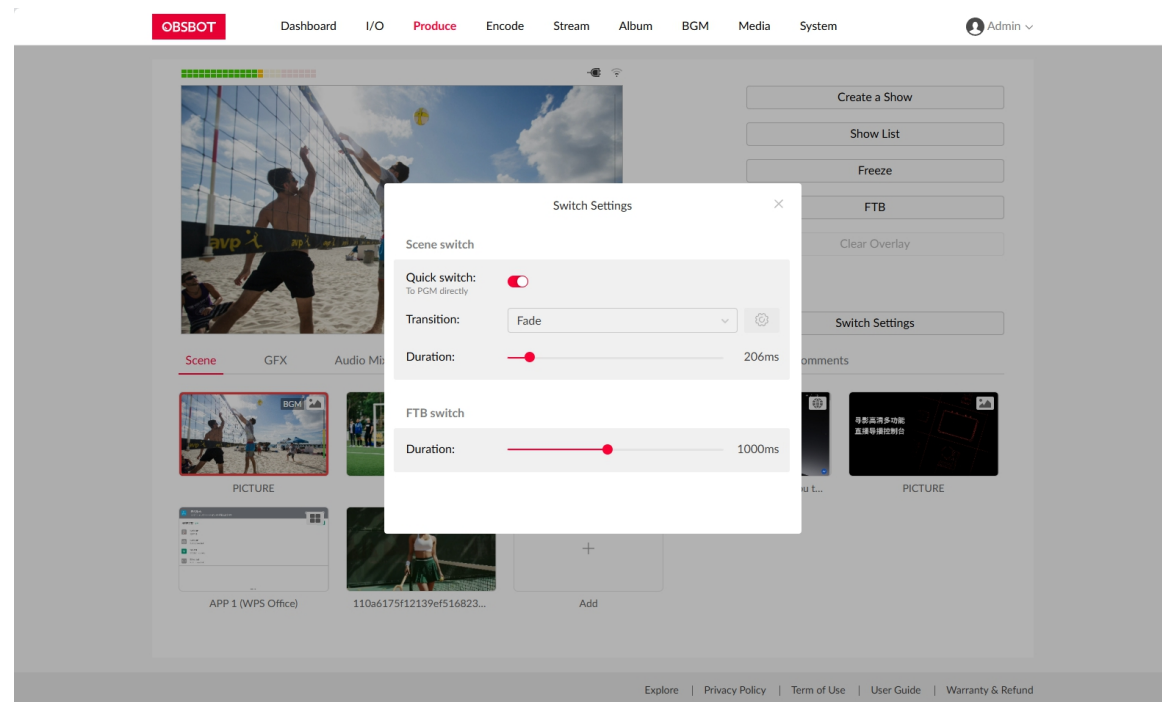
Re-order Scene

Drag and drop a scene thumbnail to the desired position.

Control Private GFX

If a scene contains a private scoreboard, stopwatch or timer, you can control the GFX.

1. Move the cursor over a scene, and click .
2. Click **Control** on the menu.
3. Control the GFX, referring to **Control GFX**.



Switch Scenes

Switch Settings

- Click **Switch Settings** on the **Produce** page.
- In the **Scene switch** area, set scene switch mode and transition effect.
 - Quick switch:** Toggle off the switch, it goes to the preview-then-switch mode. To enable the quick switch mode, toggle on the switch.
 - Transition:** Select the transition effect.
 - Cut:** Scenes switch directly. (Default)
 - Fade:** Scenes switch with the fade effect.
 - DIP:** Scenes switch with a two-step transition with a color flash in the middle of the transition. Click  for more settings.
 - Wipe:** One scene is replaced by another gradually sweeping across the screen. Click  for more settings.
 - DVE:** One scene is replaced by another according to a 2D DVE pattern. Click  to select a DVE effect.
 - Stinger:** A stinger is played over the top to cover the transition. Click  for more settings.
 - 3D:** One scene is replaced by another according to a 3D pattern. Click  to select a 3D pattern.
 - Duration:** Drag the slider to set the transition effect duration, ranging from 50ms to 1000ms.
- In the **FTB switch** area, drag the slider of **Duration** to set the transition duration for **FTB**, ranging from 200ms to 2000ms.

4. Click X to exit.

DIP Settings

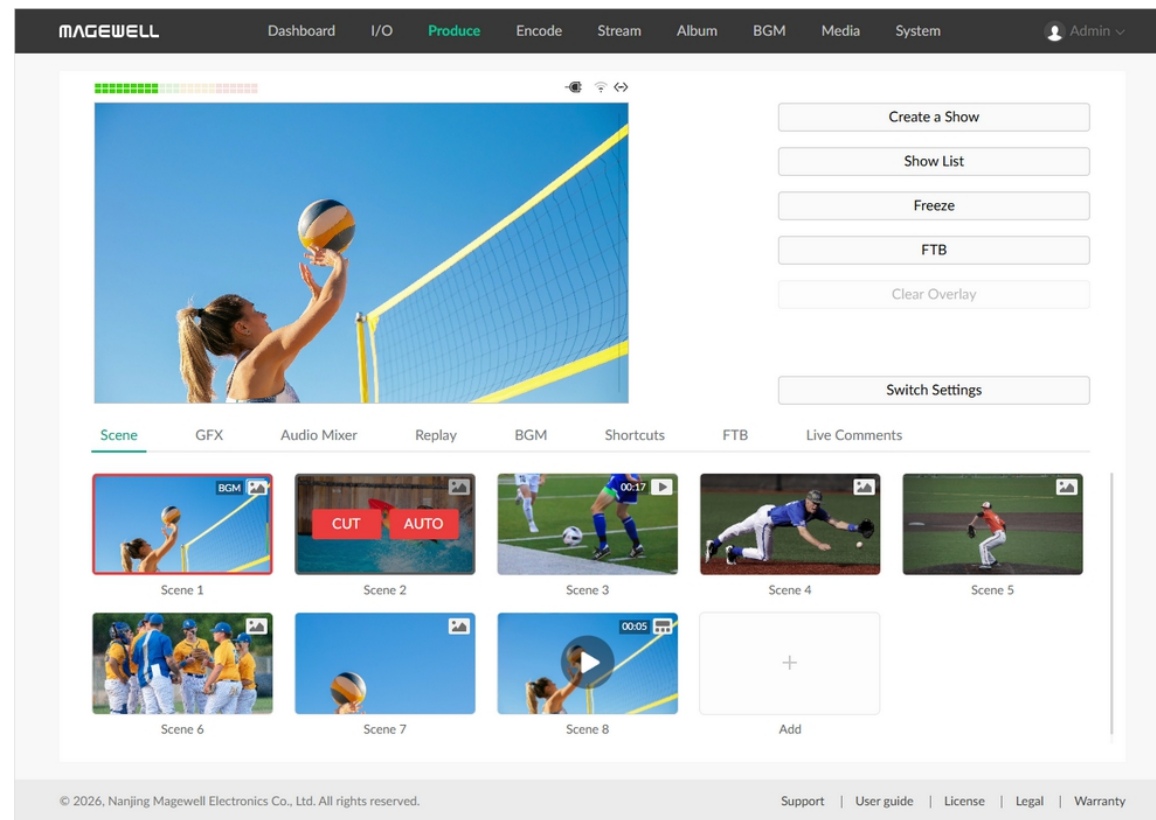
- **Onset:** Duration from the current scene to the color flash.
- **Offset:** Duration from the color flash to the next scene.
- **Hold:** Duration that the color flash is held. This value is the residual of the total transition duration minus the onset and offset.
- **Color:** Select a preferred color.

Wipe Settings

- **Angle:** Set the angle of linear wipe.
- **Line 1/2/3:** By default, the line is invisible. Toggle on the switch to display the line and click  to set thickness, color and transparency.

Stinger Settings

- **Thumbnail:** Click a thumbnail to select a stinger, and click it again to replace the default stinger with your own one. The stinger should be an MP4, MOV or WebM file within 1 to 5 seconds.
- **Chromakey:** Toggle on Chromakey and set similarity, smoothness and spill, to remove the background.
- **Enable audio:** If your video contains audio, you can toggle on **Enable audio** and adjust the audio volume.



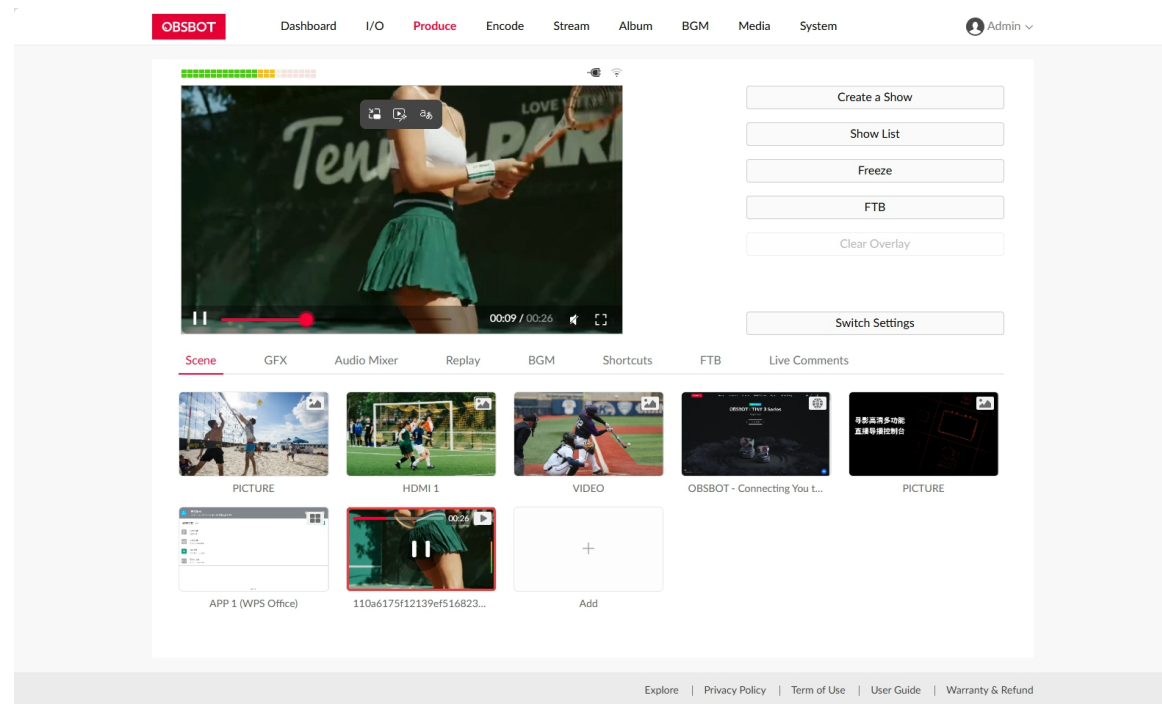
Quick Switch

When **Quick switch is toggled on**, click scene thumbnails in the scene list to switch scenes directly.

Preview-then-Switch

When **Quick switch is toggled off**, it goes to preview-then-switch mode. You can set and preview the content to program. After you confirm everything is OK, you can program the scene.

1. Click the thumbnail of next scene to program in the scene list. The main screen of the device displays the preview image. The program scene thumbnail has a red frame, while the preview scene thumbnail has a grey frame and displays **Cut** and **Auto** buttons.
2. Check everything to program is OK.
3. Click the **Cut** or **Auto** button on the preview scene thumbnail, and the scene goes to program directly or with the selected transition effect.

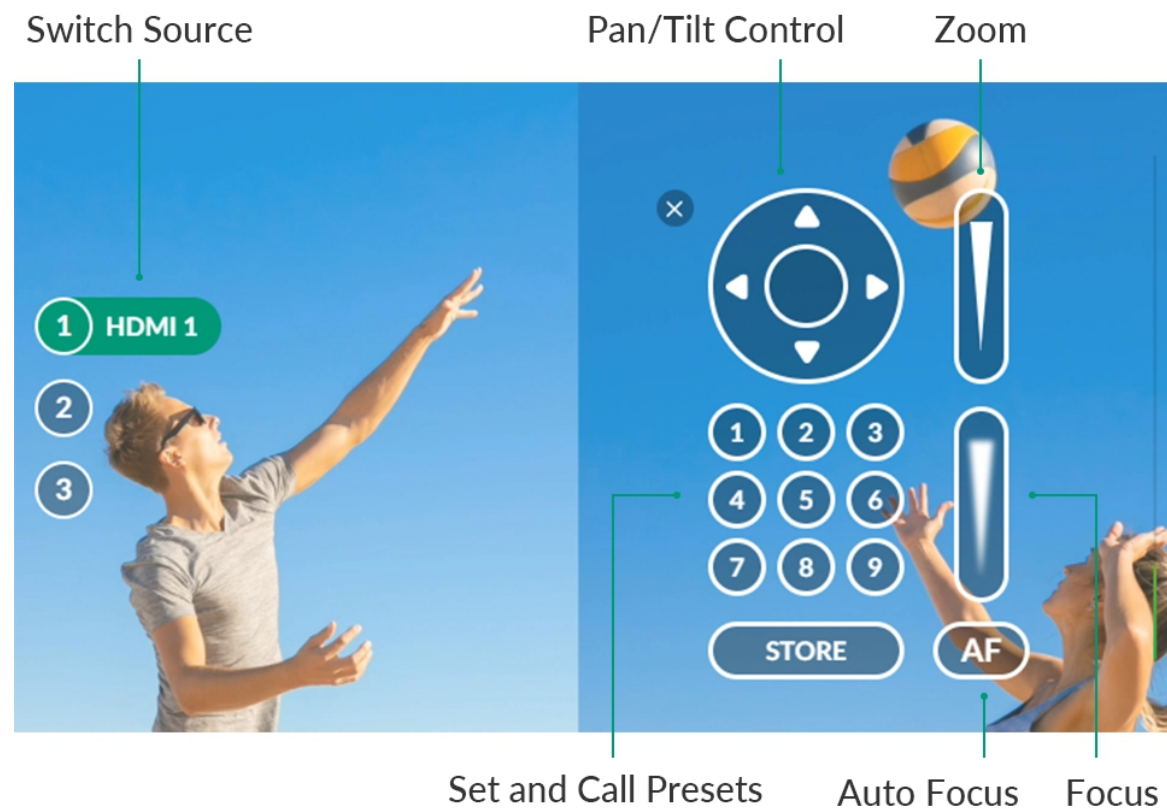


Control Video and Slide Show

If a scene contains a video clip, you can click the play/pause button on the scene thumbnail to view the video.

Or, you can hover the cursor over the preview image to call out the video progress bar. Then, you can play/pause the video and adjust the progress. If it contains a video slide show, you can click the left/right arrow to jump to the previous/next video.

If a scene has a picture or video slide show, you can click the play/pause button on the scene thumbnail to start or stop the slide show, and use the left/right arrows to turn pages or switch videos.



Control PTZ Camera

When a source supports UDP-based or NDI-based PTZ function, you can control the PTZ camera on the preview area.

1. Click **PTZ Control** under the thumbnail to enter the PTZ control mode, by which you can also enter phone camera control mode.
2. If there are multiple PTZ sources or phone camera sources in the scene, select a source on the popup. After that, you can click numbers on the left in the preview area (at the bottom for portrait mode) to switch sources.
3. Click and hold any blank area on the PTZ control panel and drag it to the desired position.
4. Click X to exit.

Pan/Tilt Control

- On the Pan/Tilt Control panel, click the center of the circle and drag the green dot to move the camera. The closer to the center of the circle, the slower the camera moves; The farther away from the center of the circle, the faster the camera moves.
- Click the arrows to pan/tilt the camera.

Zoom

Slide on the slide bar at the upper right to zoom.

- Slide up, and the lens zooms in.
- Slide down, and the lens zooms out.

Focus

Slide up and down on the slide bar at the lower right to focus. You can also click for auto-focus.

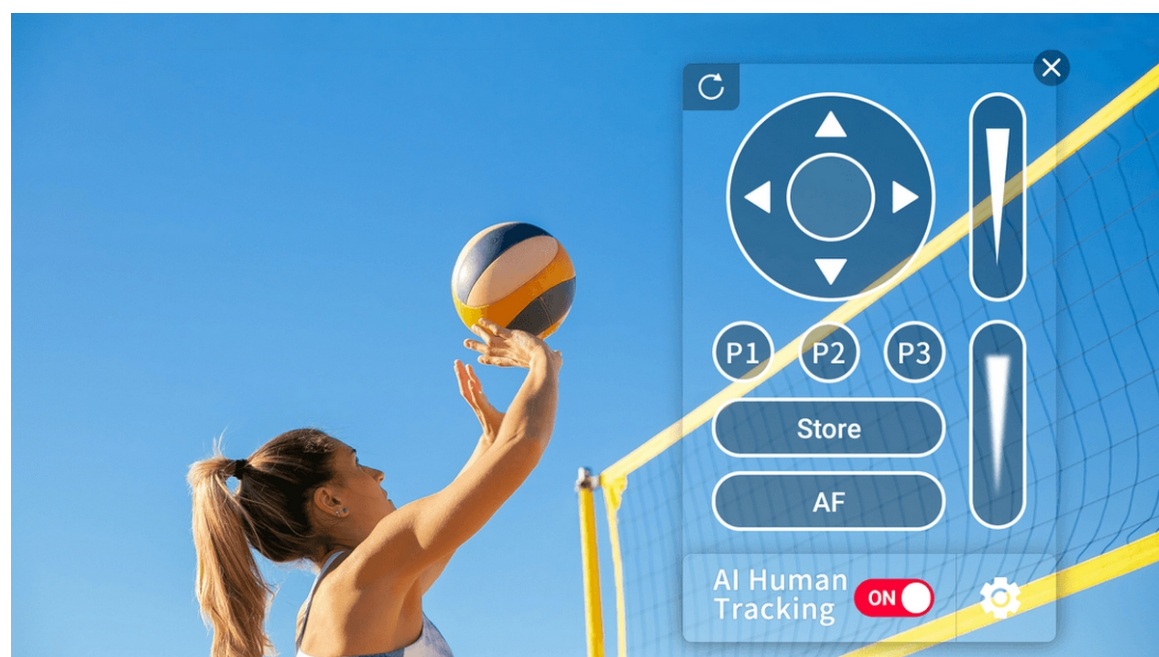
- Slide up, and then the lens focuses near and the nearby object gets clear.
- Slide down, and then the lens focuses far and the distant object gets clear.

Presets

A preset is a predefined image position which contains information of pan, tilt, zoom, etc. After the preset is configured, you can move the camera to your desired position quickly by calling the preset.

1. Move the camera to your desired position and adjust zoom and focus.
2. Click and then click a number to save. For example, if you click No.1, it will be saved as Preset 1.
3. Repeat the steps above to add more presets.
4. Click a preset No. to call the preset.

It supports to add up to 9 presets.



Control OBSBOT WEBCAM

OBSBOT Talent 2 is compatible with OBSBOT WEBCAMs. Besides basic operations such as **Pan/Tilt Control**, **Zoom**, **Focus**, and **Presets**, the PTZ control center for OBSBOT supports the following features.

For OBSBOT webcam, it supports adding up to 3 presets, and the preset numbers change to P1, P2 and P3.

AI Human Tracking

1. Click  to open the setting page.
2. Set tracking speed, mode, etc. Options may change with OBSBOT webcam modules.
3. Click  again to close the setting page.
4. Toggle on the switch of AI Human Tracking to start.
5. Toggle off the switch of AI Human Tracking to stop.

Record Webcam

If your OBSBOT webcam supports recording, such as OBSBOT Tail Air, you can record videos to the SD card installed in the webcam.

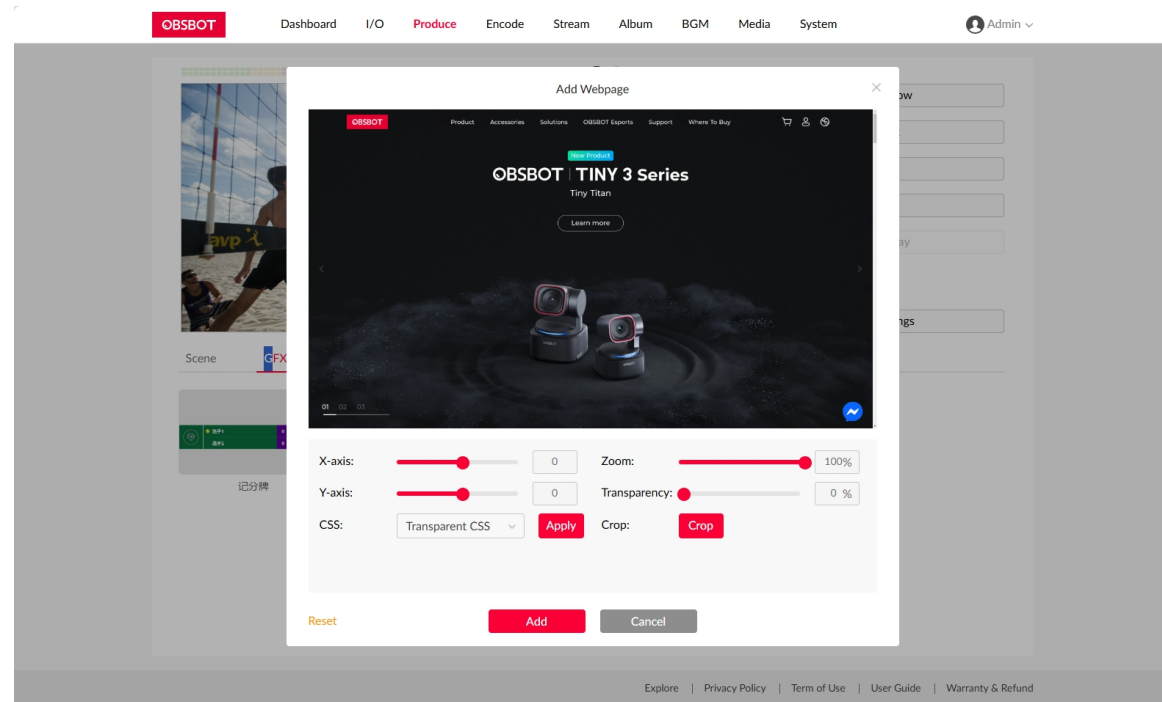
- Click **Record** to start recording.
- Click **Recording** to stop.
- Click  to view recorded files.
 - Click a thumbnail to preview.
 - Hover your mouse over a thumbnail, click  and then click **Download** to download a file to local or click **Delete** to delete the file.

Reset Webcam

Click  to reset the OBSBOT webcam to its initial position.

Wake Up Webcam

If the OBSBOT webcam has gone to sleep, click **Wake Up** to bring it back to work.



Control GFX

Click the **GFX** tab, and it displays **GFX** thumbnails and names. Scroll the **GFX** list to view all the GFXs. You can apply, control and manage GFXs.

Besides, you can add a URL and use the content on the webpage as a **GFX**.

Add Webpage GFX

1. On the **GFX** tab page, click **+ Add**.
2. Enter a URL and click **Go**.
3. Edit the **GFX**, and click **Add**.
 - Move the slider of **X-axis** or **Y-axis** to change its position.
 - Move the slider of **Zoom** to zoom out or in.
 - Move the slider of **Transparency** to change its transparency.
 - Select **CSS** and click **Apply** to change the background of the webpage.
 - Default CSS: Use the default background of the webpage.
 - Transparent CSS: Change the background to transparent.
 - Custom CSS: Enter your own CSS.
 - To crop the webpage, click **Crop**.
 - i. Select a cropping aspect ratio. By default, the Free aspect ratio is used, which allows you to crop at any aspect ratio.
 - ii. Drag a corner of the crop frame to select the part you want to retain.
 - iii. Drag with the crop frame to move around.
 - iv. If you want to cancel the current cropping, click **Reset** to revert to

the original size.

v. Click **Save**.

- Click **Reset** to clear all the changes.

4. Click **+ Add** to add more.

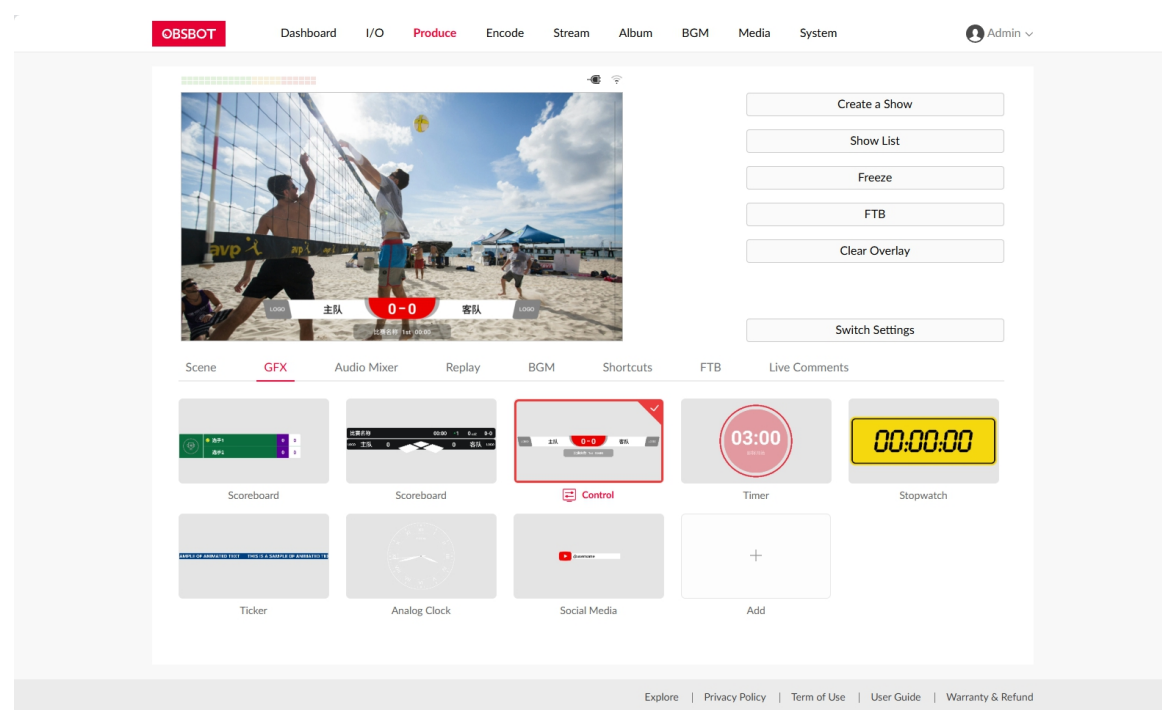
The History lists all the added URLs, and you can click one thumbnail to edit.

It is not recommended to add a video URL as it will consume a lot of system resources.

You can add up to 7 webpage GFXs.

Delete URL

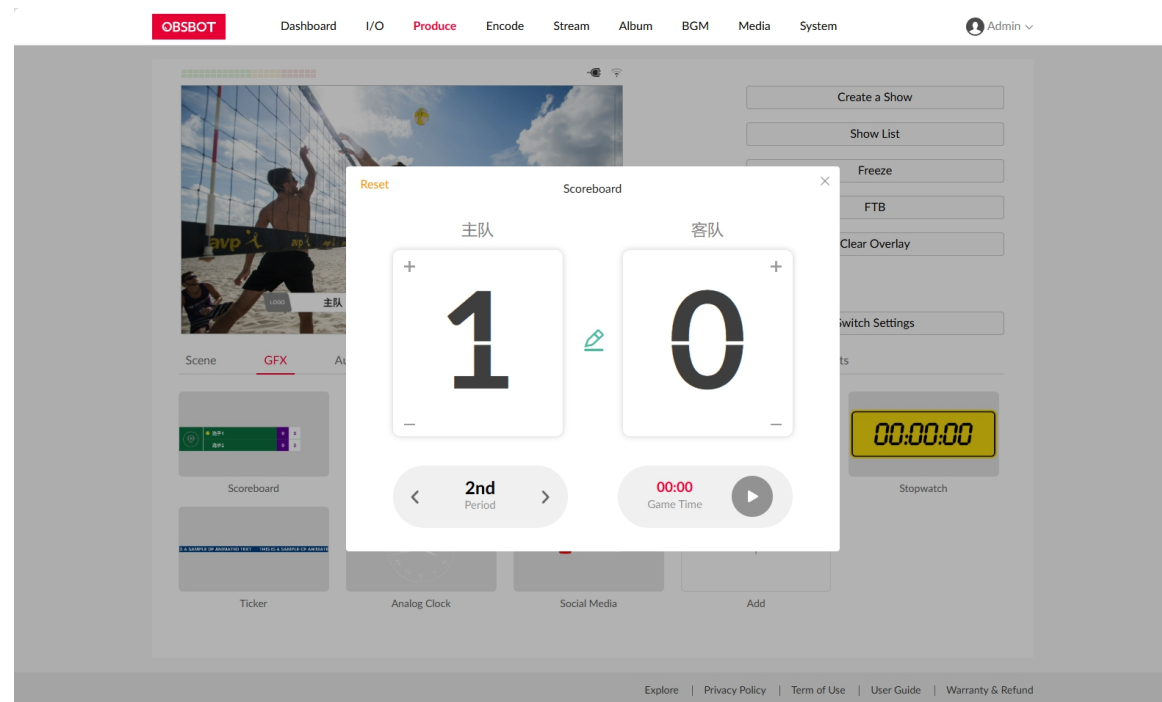
1. On the **GFX** tab page, click **+ Add**.
2. Move the cursor over a thumbnail in the **History**, click .
3. Click **Delete** on the menu, and confirm to delete on the popup.



Apply GFX

- Select one or more GFXs in the **GFX** list, and then the selected **GFX(s)** is applied in the program scene. A red frame around the thumbnail indicates the **GFX** is displayed.
- If a bullet list is applied and it is set to manual play mode, you can click **Next** under the thumbnail to display the next line.
- Unselect one **GFX**, and then the **GFX** disappears from the program scene.
- Click **Clear Overlay** to hide all the GFXs.

You can apply up to 8 GFXs at the same time.



Control Scoreboard

You can only apply one scoreboard, but you can control all the scoreboards separately.

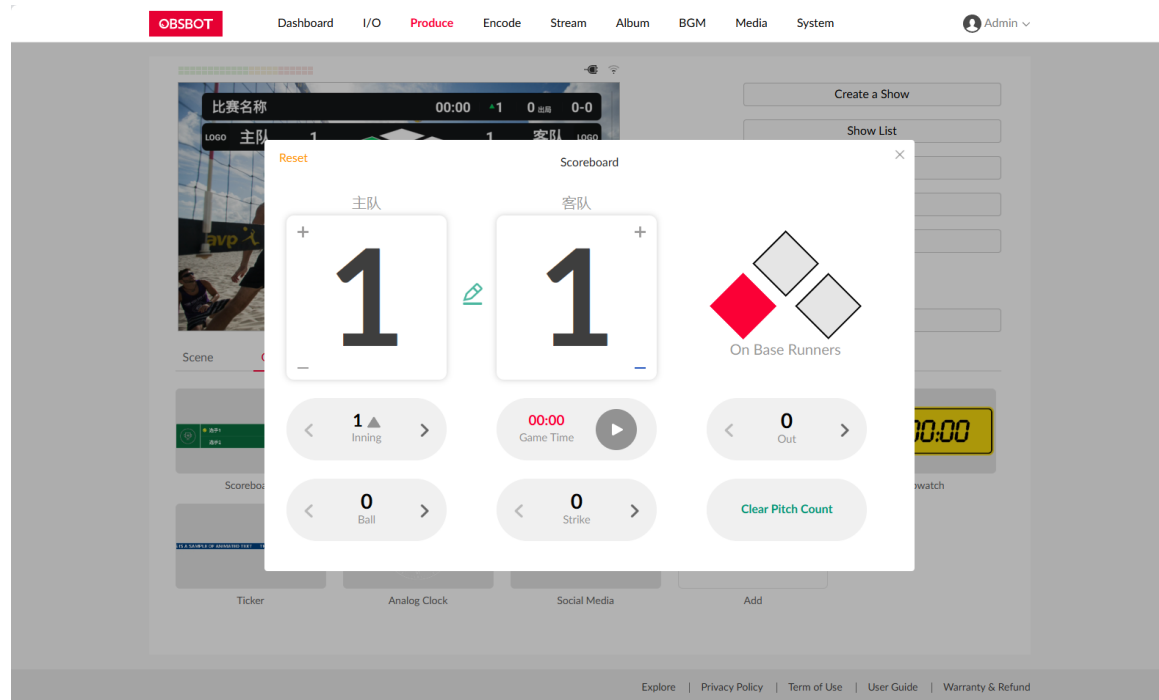
You can call out the control panel via the following ways.

- Apply a scoreboard, and click **Control** under the **GFX** thumbnail.
- Move the cursor over a scoreboard thumbnail, click , and select **Control** on the popup menu.
- For a private scoreboard in a scene, move the cursor over the scene thumbnail, click , and select **Control** on the popup menu.

Control General Scoreboard

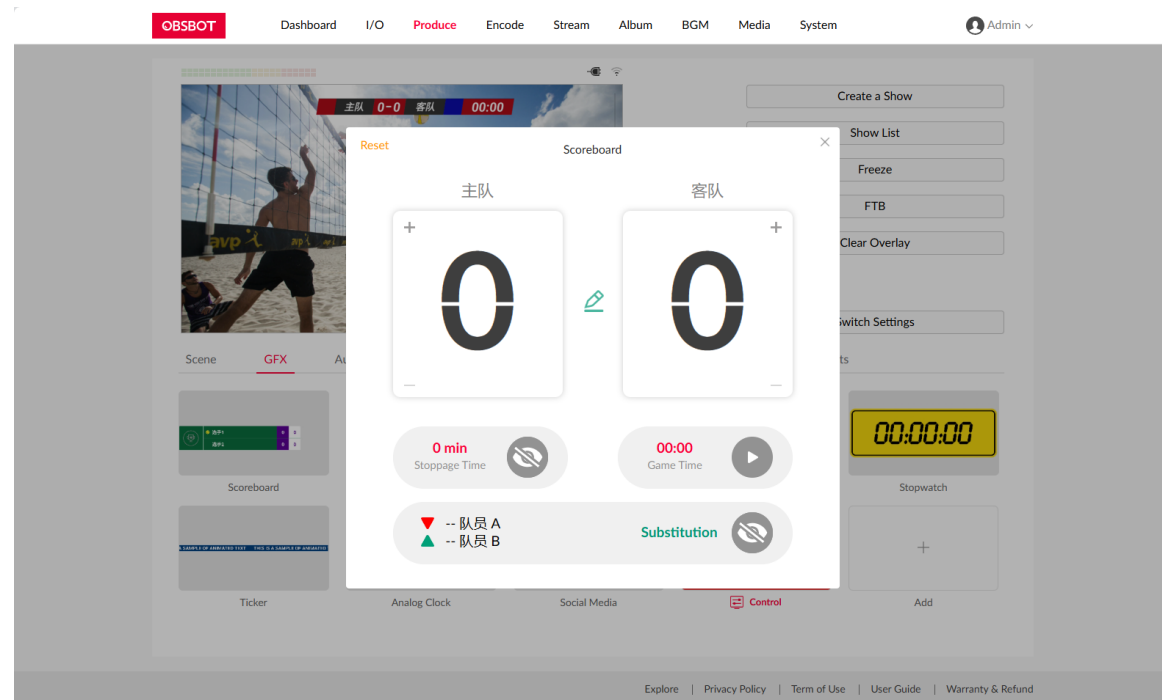
1. Click the upper part of the number to increase the score, and click the lower part of the number to decrease the score.
You can also click , then scroll the score number of the home or guest team, and save your choice.
2. Click the left or right arrow at the bottom left to select a period. If the period is not set to be shown, you can click "Show" to display it.
3. Control game time:
 - Click  at the bottom right to start counting; click  to pause.
 - If the game time is hidden, you can click "Show" to display it.
 - Click the time number, and then select time in the time box to adjust time, or click "Reset" to reset the game time to zero or the preset duration.
4. Click "Reset" to restore the score to 0:0, reset the game time to zero or reset to the set duration.

You can also move the cursor over a scoreboard thumbnail, click , and select "Reset" on the popup menu.



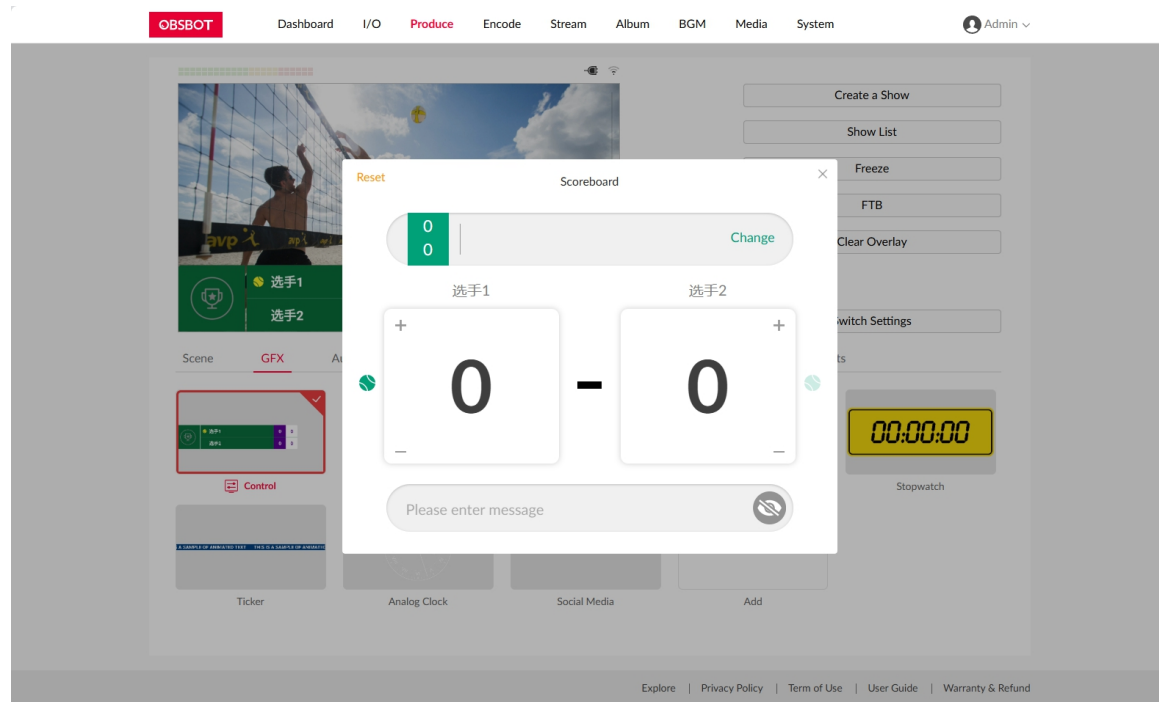
Control Baseball Scoreboard

- Click the upper part of the number to increase the score, and click the lower part of the number to decrease the score.
You can also click , then scroll the score number of the home or guest team, and save your choice.
- Click  to indicate runners on 1st Base, 2nd Base, and 3rd Base.
- Click the left or right arrow of **Inning** to set inning number and the "top" or "bottom" half. And confirm whether to also clear settings of on-base runners, outs, balls and strikes on the popup.
- Control game time:
 - Click  to start counting; click  to pause.
 - Click the time number, and then select time in the time box to adjust time, or click "Reset" to reset the game time to zero or the preset duration.
- Click the left or right arrow of **Out** to indicate outs as numbers or shapes.
- Click the left or right arrow of **Ball** to indicate balls as numbers.
- Click the left or right arrow of **Strike** to indicate strikes as numbers.
- Click **Clear Pitch Count** to make balls and strikes both zero.
- Click **Reset** to clean all the sets.
- If some element is set to be hidden, click "Show" to display it.



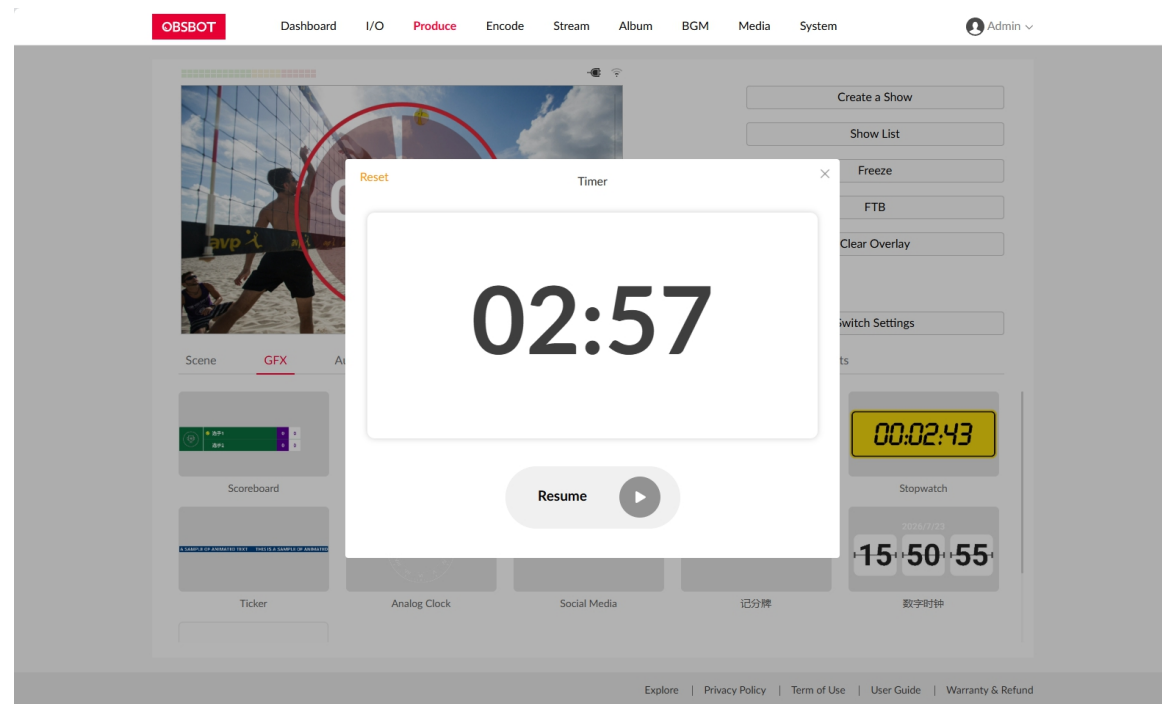
Control Soccer Scoreboard

- Click the upper part of the number to increase the score, and click the lower part of the number to decrease the score.
You can also click , then scroll the score number of the home or guest team, and save your choice.
- Show stoppage time:
 - Click the time number to select the stoppage time, and you can click "Reset" to reset the stoppage time to zero.
 - Click  to show the stoppage time, and click  to hide.
- Control game time:
 - Click  at the bottom right to start counting; click  to pause.
 - Click the time number, and then select time in the time box to adjust time, or click "Reset" to reset the game time to zero.
 - If the game time is hidden, you can click "Show" to display it.
- Show substitution:
 - Click "Substitution" to enter the information of the players to enter and leave the field.
 - Click  to show the substitution, and click  to hide.
- Click "Reset" to restore the score to 0:0, reset the game time to zero.



Control Tennis Scoreboard

- Click the upper part of the score number to increase, and click the lower part to decrease.
- According to the score, it automatically changes server. You can also click  to change server.
- Click "Change" and then set game score for each set. You can also click "Reset" on the popup to restore all the sets.
- Show message:
 - Click the message box to enter or select a message.
 - Click  to show the message, and click  to hide.
- Click "Reset" to restore the scoreboard.



Control Timer

You can only apply one timer, but you can control all the timers separately.

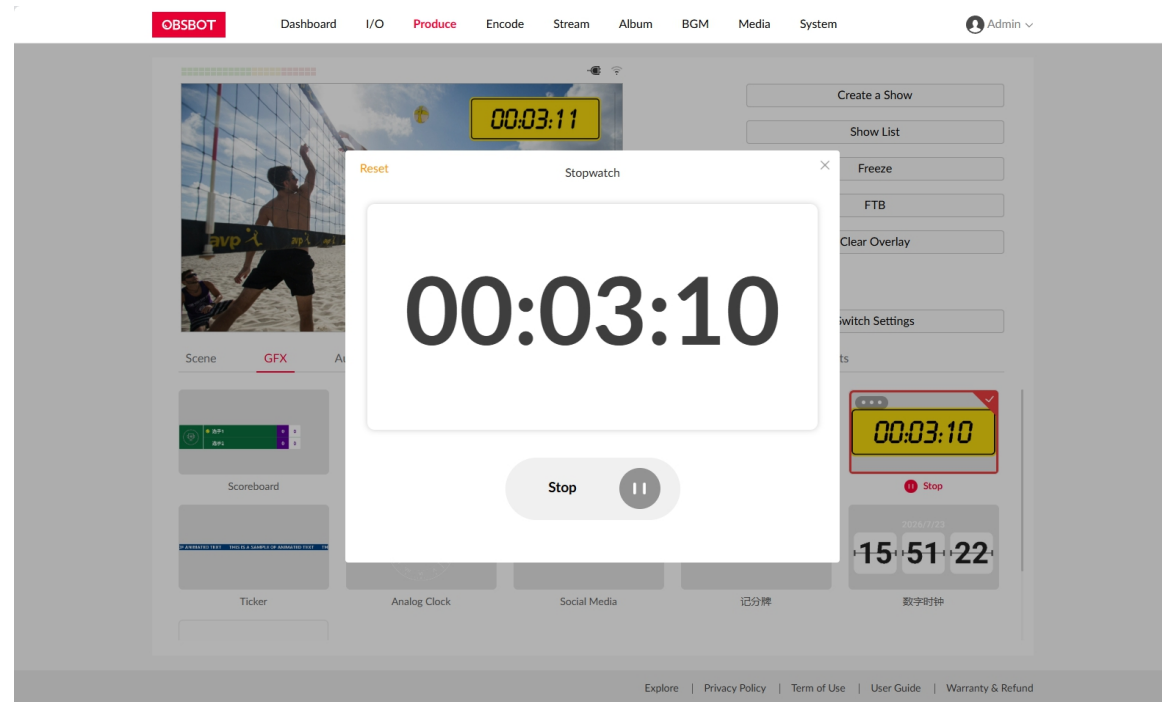
Way 1

1. Apply the Timer.
2. Under the thumbnail, click  to start counting, click  to pause counting, click  again to resume counting.
3. Move the cursor over a thumbnail, click  and click **Reset** to restore the timer to the preset duration.

Way 2

1. Move the cursor over a thumbnail, click  and click **Control** on the popup.
2. Click  to start counting, click  to pause counting, click  again to resume counting.
3. Click **Reset** to restore the timer to the preset duration, and you can re-select the duration.
4. Click "x" to go back.

For a private timer in a scene, move the cursor over the scene thumbnail, click , and select **Control** on the popup menu to call out the control panel.



Control Stopwatch

You can only apply one stopwatch, but you can control all the stopwatches separately.

Way 1

1. Apply a stopwatch.
2. Under the thumbnail, click  to start counting, click  to pause counting, click  again to resume counting.
3. Move the cursor over a thumbnail, click  and click **Reset** to restore the stopwatch to zero.

Way 2

1. Move the cursor over a thumbnail, click  and click **Control** on the popup.
2. Click  to start counting, click  to pause counting, click  again to resume counting.
3. Click **Reset** to restore the stopwatch to zero.
4. Click "x" to go back.

For a private stopwatch in a scene, move the cursor over the scene thumbnail, click , and select **Control** on the popup menu to call out the control panel.

Manage GFX

Rename GFX

1. Move the cursor over a thumbnail, click .
2. Click **Rename** on the menu.
3. Enter the new name, and click **Save**.

Delete GFX

1. Move the cursor over a thumbnail, click .
2. Click **Delete** on the menu.
3. Confirm to delete on the popup.

Copy GFX

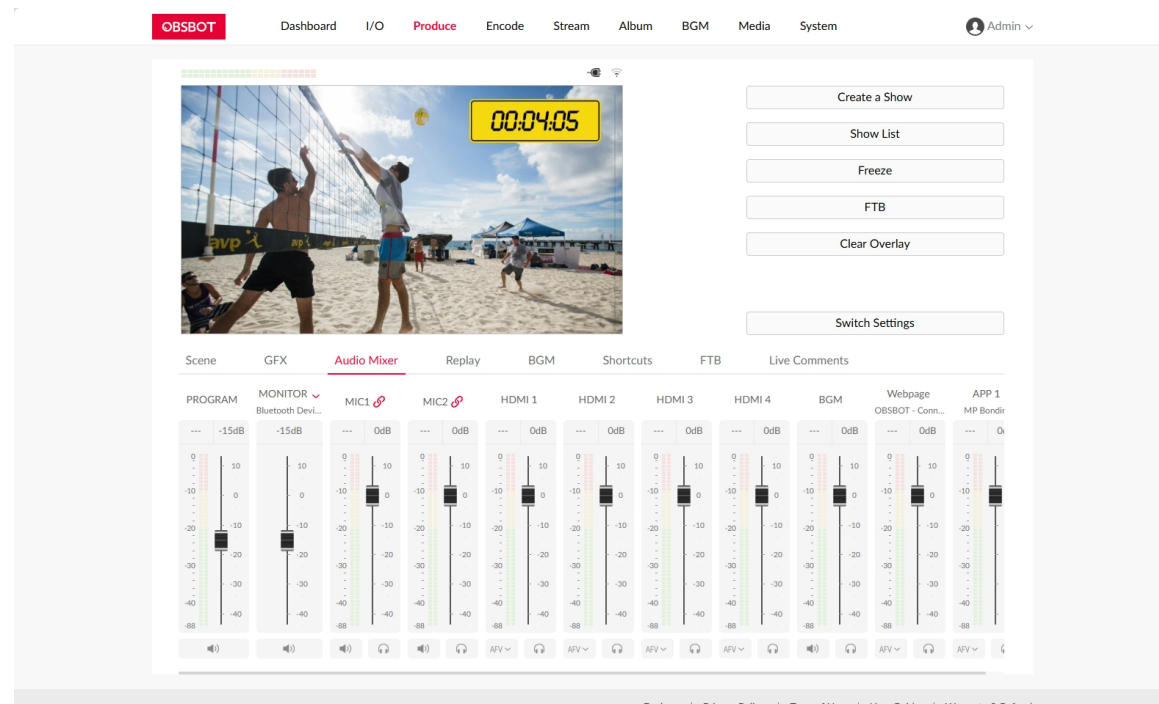
1. Move the cursor over a thumbnail, click .
2. Click **Copy** on the menu.
3. Confirm to copy on the popup.

Edit GFX

1. Move the cursor over a thumbnail, click .
2. Click **Edit** on the menu.
3. Edit text content, replace pictures in the popup, etc., and click "Save".

Re-order GFX

Drag and drop a **GFX** thumbnail to the desired position.



Control Audio

Click the **Audio Mixer** tab to control the output and input audio of the show.

Audio Type

Scroll the audio mixer to view all the audio sources.

- **PROGRAM:** Output audio of the program scene, for streaming or recording.
- **MONITOR:** Audio output for monitoring.
- **Audio Input Sources:**
 - **MIC:** Audio of global microphone.
 - **Bluetooth:** Audio from a Bluetooth device, which is displayed when the device is connected with the OBSBOT Talent 2 .
 - **USB AUDIO:** Audio from a USB device, which is displayed when the device is connected with the OBSBOT Talent 2 .
 - **HDMI:** Audio from an HDMI source, which is displayed on the audio mixer by default.
 - **RTMP:** Audio from the **RTMP** stream source, displayed with the self-defined name.
 - **SRT:** Audio from the **SRT** stream source, displayed with the self-defined name.
 - **RTSP Stream:** Audio from the RTSP stream source, displayed with the self-defined name.
 - **NDI:** Audio from the NDI stream source, displayed with the self-defined alias.
 - **Phone Camera:** Audio from the phone, displayed with the self-defined

name.

- **VIDEO CLIP:** Audio embedded in the video clip source, which appears when the video clip is in program view. It displays the file name under VIDEO CLIP to distinguish different files.
- **App:** Audio from an third-party app, which appears when the current scene containing an App. It displays the app name to distinguish different apps.
- **BGM:** Audio of the background music. Usually, it displays the global BGM. When the current scene has private BGM, the global BGM is overridden by the private one.
- **Webpage:** Audio from a webpage source.
- **GFX:** Audio from a **GFX**, which appears when a **GFX** with audio is displayed in the show.

Audio Meter

Except the monitor, each audio has its audio meter showing the real-time level. The range of the audio meter is -88 dB to 0 dB. It displays the peak value on the top of the audio meter. Colored blocks and scales indicate the danger of clipping, as shown in the table below.

Color	Scale Range	Description
Green	-88 ~ -40	Audio device is connected.
Green	-40 ~ -20	Audio volume is low.
Yellow	-20 ~ -10	Audio is at normal levels.
Red	-10 ~ 0	Audio is in danger of clipping.

Adjust Audio Level

Each audio has a fader for adjusting the maximum level.

- Move the fader to set the gain on the audio level. The range is from -40dB to 10dB.
- The current adjusted value is displayed on the top of the fader. Double-click the value to restore the fader to 0dB.

Set Program Audio

Click the button at the bottom to turn on or turn off the program output audio.

-  : indicating the program output audio is turned on.
-  : indicating the program output audio is turned off.

Set Monitor

The monitor has an independent audio level with the default gain of -15 dB. You can set monitor audio without effecting the program output audio.

Set Monitor Properties

Click **MONITOR** to set the following properties.

- **Select Device:** select a device as the monitor.
 - Headphone Jack: device connected to the headphone jack.
 - Bluetooth Device: device connected through BT.
 - *USB device*: device(s) connected to the USB 3.0 port(s). The system automatically lists device name(s).
- **Monitor Option:**

Toggle on/off the switch of **MIC Input** to set whether to monitor the microphone. It is toggled on by default.

Enable/Disable Monitor

Click the button at the bottom to enable or disable audio monitoring.

-  : indicating audio monitoring is enabled.
-  : indicating audio monitoring is disabled.

Solo Monitor

- Click  to only monitor this audio input.
- Click  to cancel.

Set Audio Input Sources

Audio Association State

- When an audio input source is added to multiple scenes, its name is displayed in green on the audio mixer, and you can click the name to change its association state. It also applies to global audio including Mic, Bluetooth and USB audio.
 -  : indicating the audio input is associated with multiple scenes. The settings to this audio input will take effect to all the scenes.
 -  : indicating the audio input is not associated with other scenes. You can customize the audio mixing mode and adjust audio level for each scene.
 - When the state changes from  to , the settings to this audio input will take effect to the whole show.
- When an audio input source is only contained in one scene, its name is displayed in black on the audio mixer and cannot be clicked. The settings to this audio input will take effect to all the scenes.

When a webpage's audio is added into different scenes or GFXs, it is treated as separate audio input sources, serving as the private audio for each scene or **GFX**.

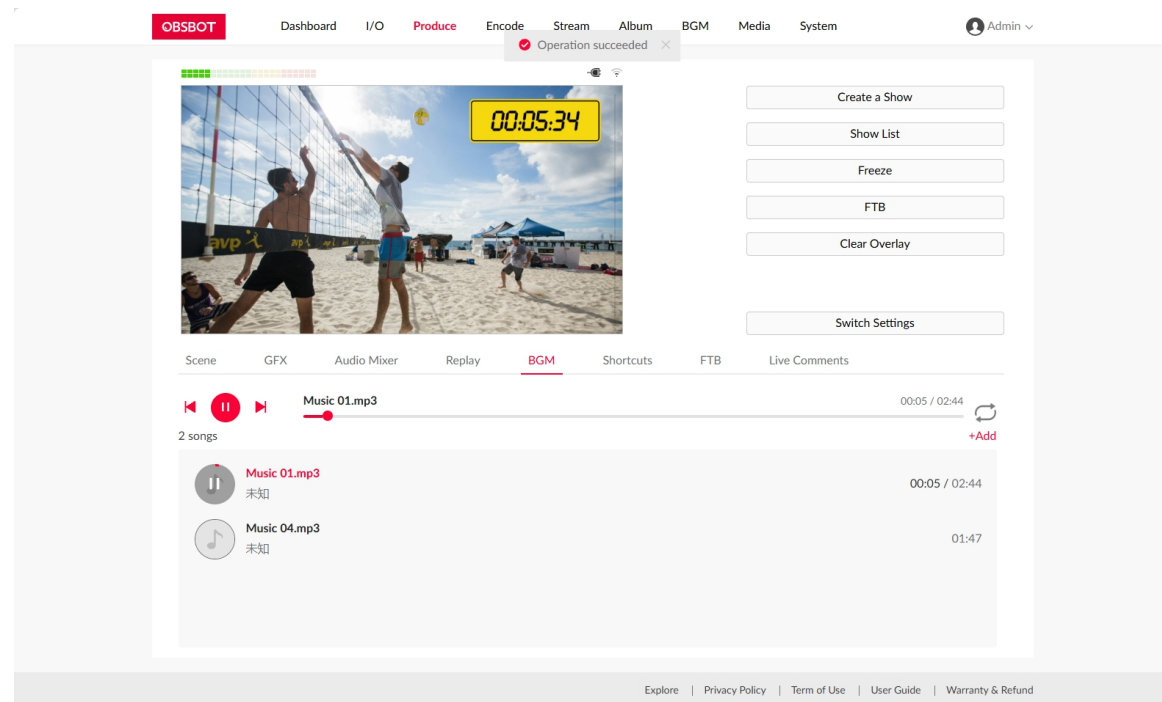
Set Audio Mixing Mode

Click the icon to set the audio mixing mode of each audio input source.

- When the audio input source is in  state, or is only added in one scene, or is a webpage source,

- AFV~ : Audio-follow-video. The audio will only be sent to the program output when the input is in program view.
- ~ : Always ON. An audio input will be permanently mixed into the program output.
- ~ : Always OFF. An audio input will be permanently not mixed into the program output.
- When it is private BGM, Video Clip, or other audio input source in  state
 -  : ON. When the current scene is in program view, the audio will be sent to the program output.
 -  : OFF. When the current scene is in program view, the audio will not be sent to the program output.
- When it is global BGM,
 -  : ON. It will be permanently mixed into the program output.
 -  : OFF. It will be permanently not mixed into the program output.
- When it is GFX audio,
 -  : ON. When the GFX is applied, the audio will be sent to the program output.
 -  : OFF. When the GFX is applied, the audio will not be sent to the program output.

If you connect a USB Capture device to the OBSBOT Talent 2 , the USB audio supports AFV. For other USB devices, they do not support AFV.



Control BGM

Click the **BGM** tab, and then you can add and control private background music for the current program scene.

You can also add global background music to play throughout the entire show by referring to the **Global BGM**.

Add BGM

1. Click the **+ Add** button.
2. Click **+ Upload** at the lower right corner to import local audio files to media.
Supported formats are MP3, M4A, WAV files.
3. In the **Media** list, click an item to add it to the current scene.

Rearrange BGM

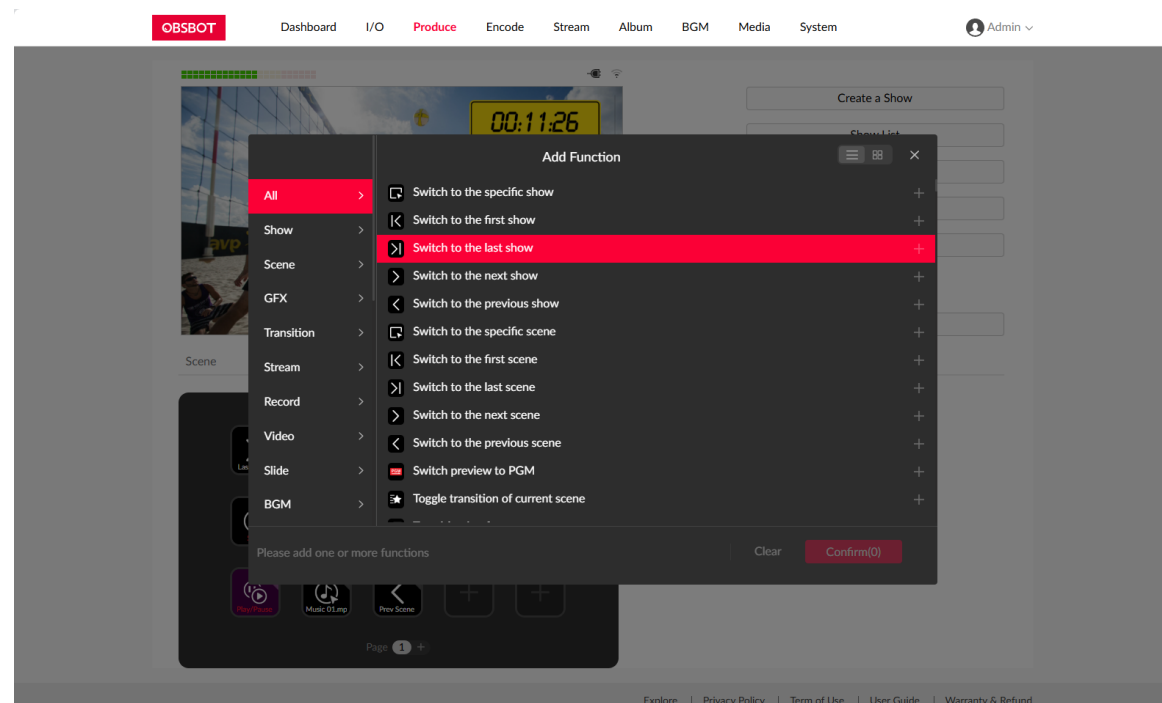
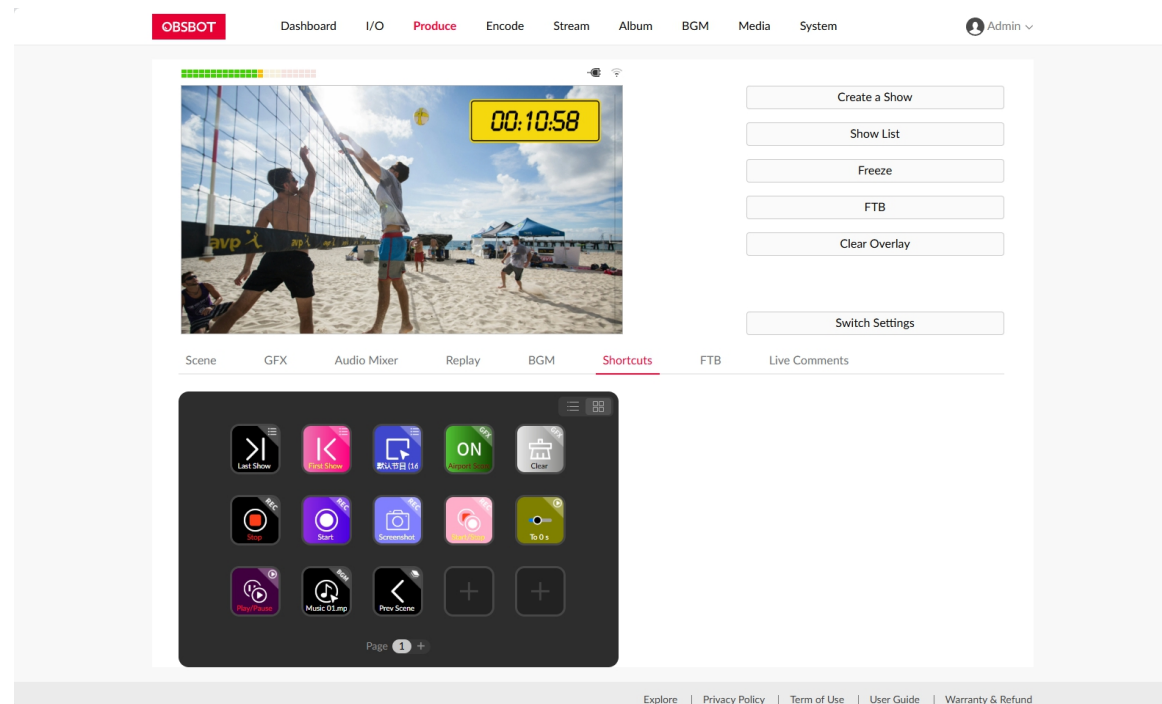
1. Hover your mouse over a BGM item.
2. Click  to move upward or click  to move downward.

Delete BGM

1. Hover your mouse over a BGM item.
2. Click , and click **Delete** on the popup dialog box.

Play BGM

1. Click the song name to switch.
2. Click buttons on the playback bar to control the BGM playback.
 - Click  to play or  to pause.
 - Click  to play the previous song or  to play the next song.
 - Drag the playhead to a specified position.
 - Set the loop policy:
 -  : Repeat the playlist
 -  : Repeat the song
 -  : Shuffle the playlist



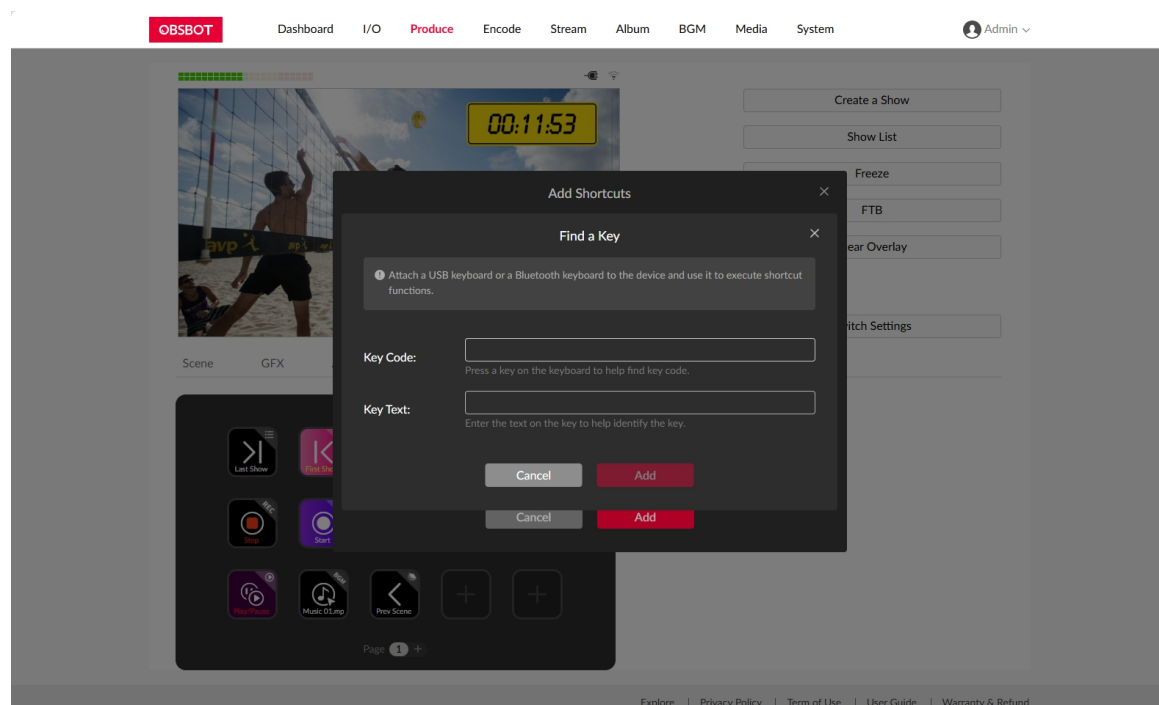
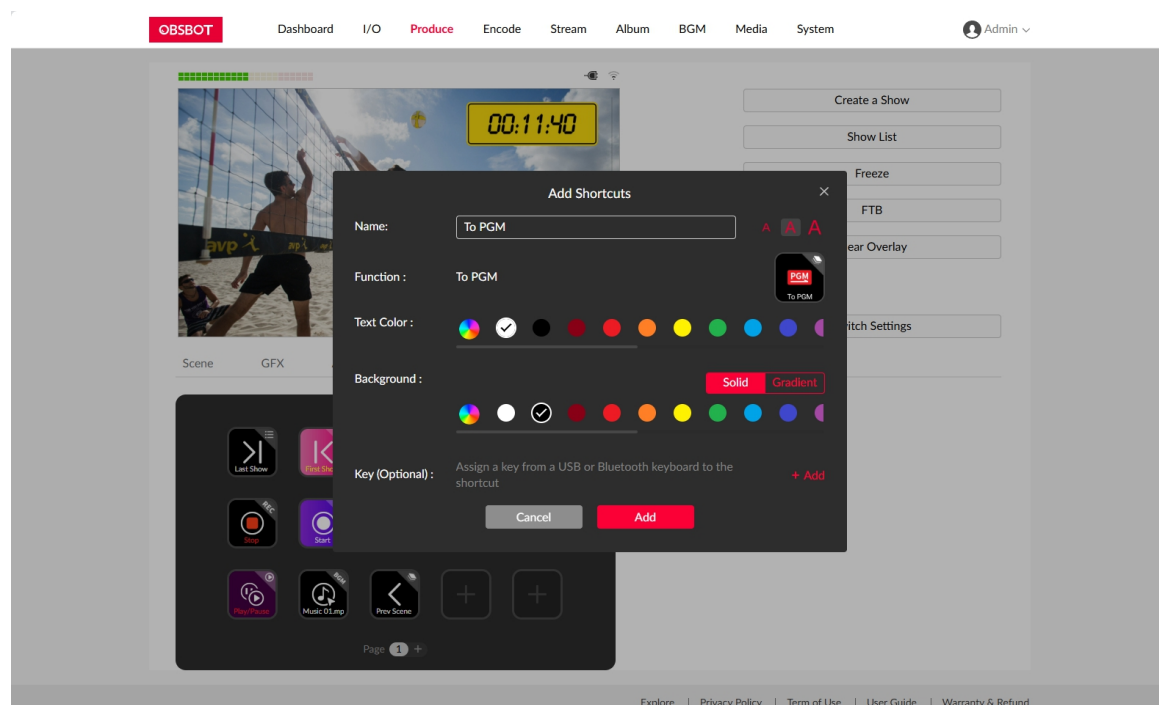
Set Shortcuts

OBSBOT Talent 2 supports the MiraBox Stream Dock 293 for plug-and-play control. Just add your desired shortcuts, no need to assign key binds. Once set up, simply connect your MiraBox Stream Dock to the OBSBOT Talent 2, all shortcut icons and layout are synchronized to the Stream Dock, and you can use it for instant control.

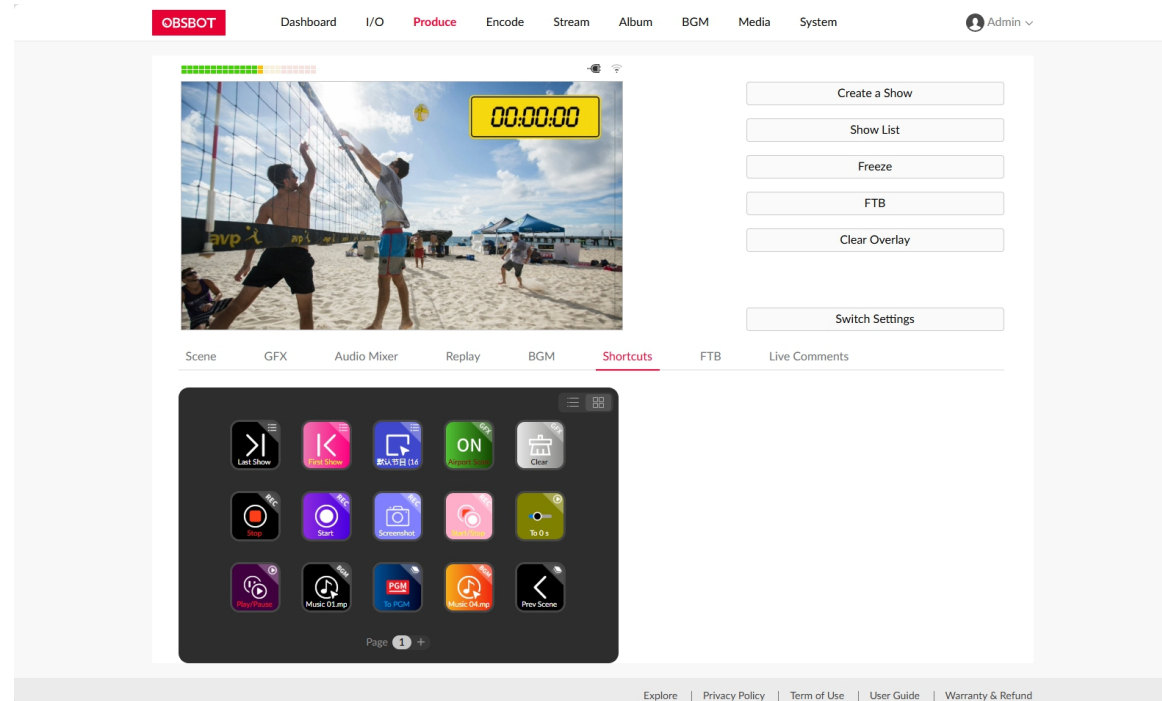
You can also connect a common USB or Bluetooth keyboard, such as X-Keys and NumberPad, and create Shortcuts to control the device more easily.

Add Shortcuts

1. Click the **Shortcut** tab.
2. Click **+**.
3. Add a function:
 - i. Select a function category from the list on the left side, and then choose a function on the right side. For some functions, additional selections or operations are required; please follow the on-screen prompts to proceed. Click the buttons in the upper right corner to switch between list mode and thumbnail mode.
 - You can add multiple functions for one shortcut.
 - The extra "Wait" function can be added between each two functions. By setting the wait duration, a group of functions can be activated sequentially with a single press, allowing them to take effect one by one.
 - The "Next page", "Previous page" and "Go to page N" functions can help you turn pages on the MiraBox Stream Dock.



- ii. A list of selected function icons is displayed at the bottom. You can long-press an icon to drag and reorder it, and click "X" to delete it. To remove all the functions, click "Clear".
 - iii. After completing the function addition, click "Confirm". You can see the added function in the "Function" area, and you can click the icon to modify the function.
4. (Optional) Enter a custom name for your shortcut. Click "A" on the right side to change the font size.
5. (Optional) Set the text color for the shortcut name.
6. (Optional) Set a solid or gradient background color for the shortcut icon.
7. (Optional) For a common keyboard, such as X-keys or NumberPad, connect it to the device, then click "+ Add" on the right side of "Key":
 - i. Press a key on the keyboard to find the key code, or you can enter a key code number. You can also press two or more keys at the same time.
 - ii. Enter the key text on the key to help identify the key. You can also customize the text.
 - iii. Click **Add** to confirm.
8. Click **Add** to finish adding this shortcut.
9. Repeat steps above to add more shortcuts.

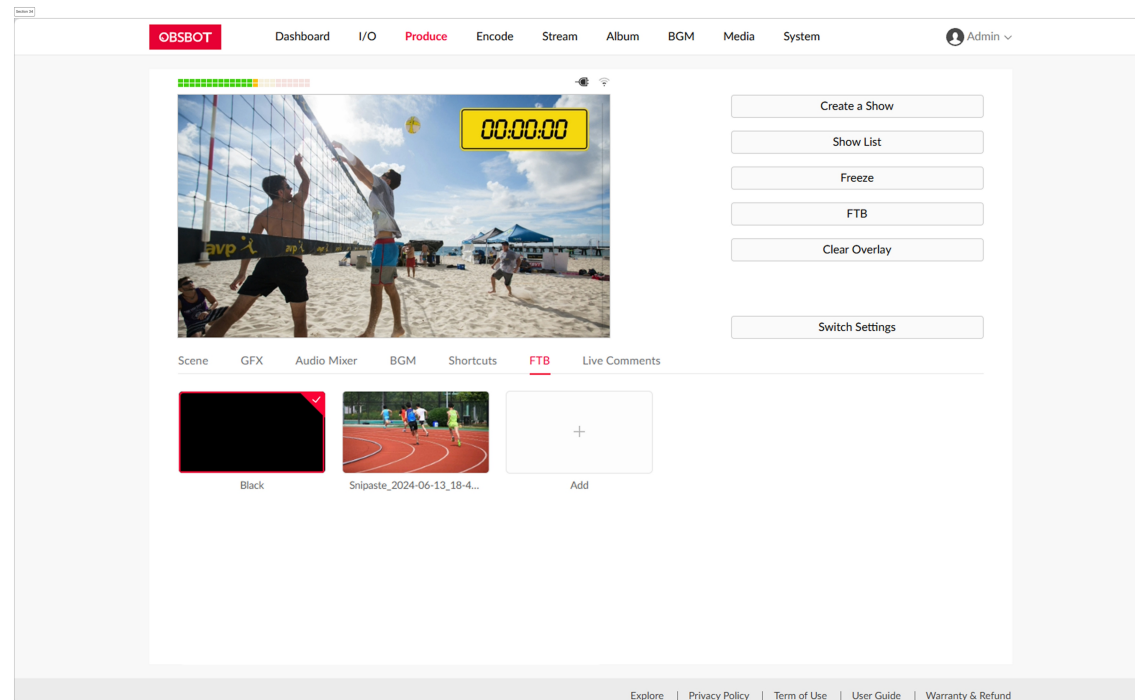


Shortcut List

The shortcut list displays all the added shortcuts. You can manage the shortcuts as follows:

- Long-press and drag an icon to reorder it.
- Right-click an icon and select "Edit" in the pop-up menu to edit the shortcut.
- Right-click an icon and select "Delete" in the pop-up menu to delete the shortcut.
- Click the page number at the bottom to switch pages.
- Click the "+" at the bottom to add more pages.
- Right-click a page number and then select "Delete" to delete the page and all shortcuts on it.
- Click the buttons in the upper right corner to switch between list mode and thumbnail mode.

💡 For the full shortcut function list, refer to Shortcuts for **OBSBOT Talent 2** [Shortcut Keys List](#).



Set FTB Image

The **FTB** function allows your program image to fade to black or an assigned image, with all audio muted.

Add and Specify Image

1. Click the **FTB** tab on the **Produce** page.
2. In the **FTB** tab page, click **+ Add** button.
3. Click one picture in the Media. You can also click **Upload** to import pictures on your local computer.

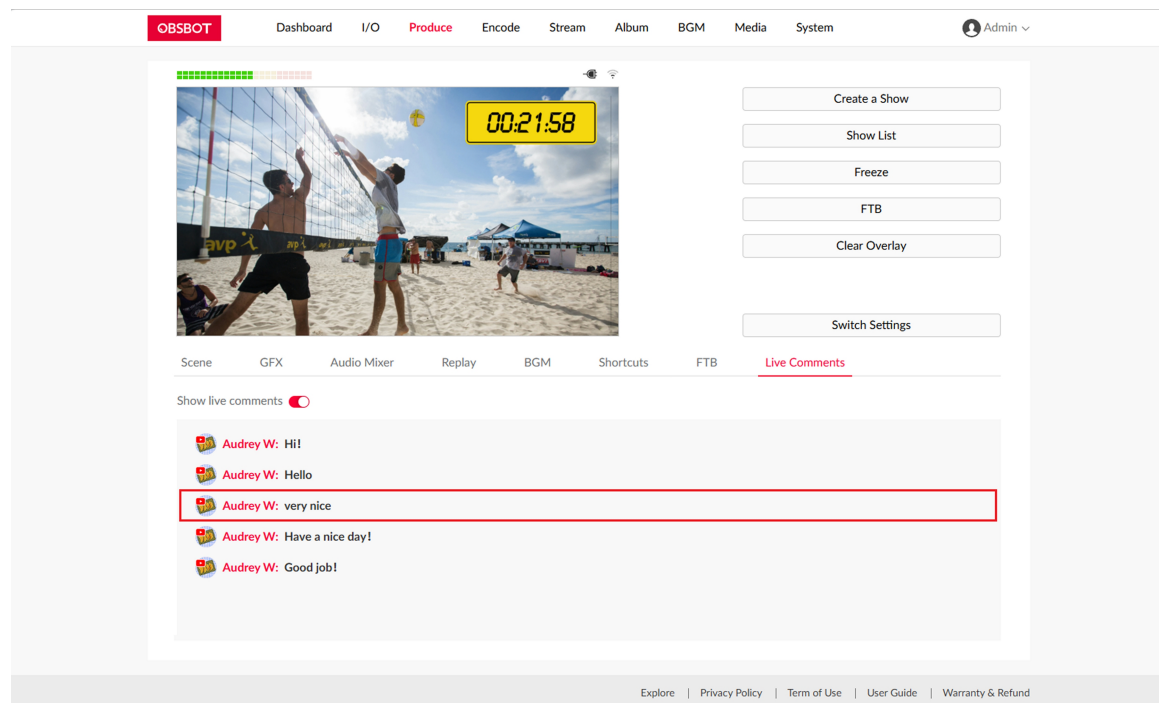
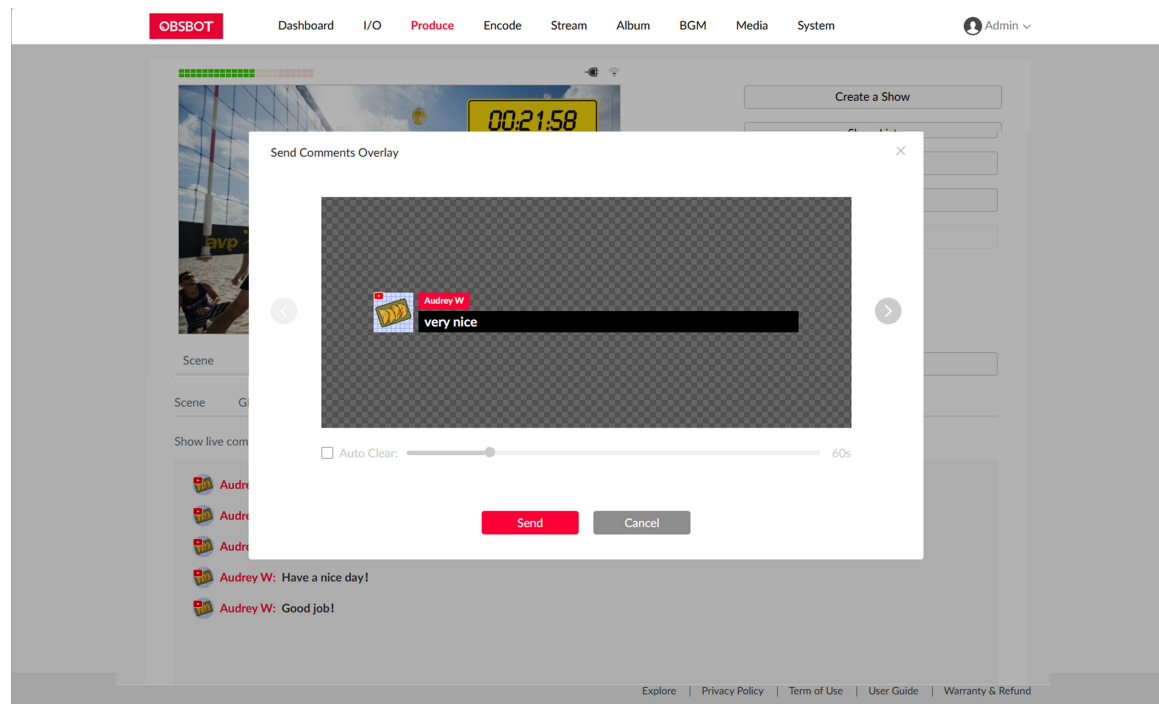
Supported image files are JPEG, PNG, BMP.

4. Click **+ Add** to add more images.
5. Click one image to specify. When you enable **FTB**, the scene fades to this image. If you select **Black**, it will fade to black.

It is recommended to use a 16:9 or 9:16 image to fill the screen with its original aspect ratio.

Delete FTB Image

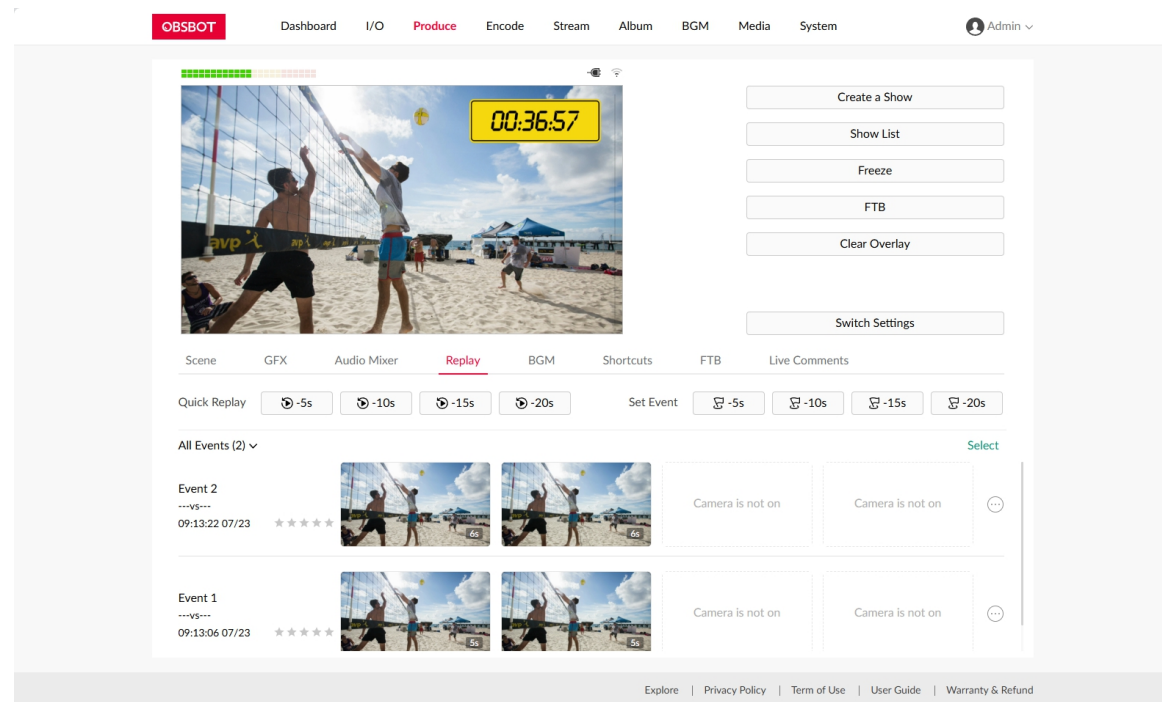
1. Click the **FTB** tab on the **Produce** page.
2. Move the cursor over a thumbnail, and click .
3. Click **Delete** on the menu.
4. Confirm to delete on the popup.



Show Live Comment

You can view live comments when streaming to YouTube, Twitch or Facebook, and select one comment as an overlay inside the video feed.

1. Click the **Live Comments** tab on the **Produce** page.
 2. Toggle on the switch to receive live comments, including profile pictures with the platform logo, accounts and comments.
 3. Scroll up to view earlier comments, and scroll down to view the most current comments.
 4. Send one comment as an overlay by double clicking or through the following way.
 - i. Move the cursor over one comment, and click .
 - ii. Click the arrows to select an overlay style.
 - iii. (Optional) Check **Auto Clear**, and drag the slider to set the duration after which the overlay automatically disappears, ranging from 2s to 300s.
 - iv. Click **Send** to send the current comment as an overlay to the Program view.
 5. Click the displaying comment to clear.
- You can also click **Clear Overlay** to clear all the **GFX** overlays as well as the comment overlay.



Replay

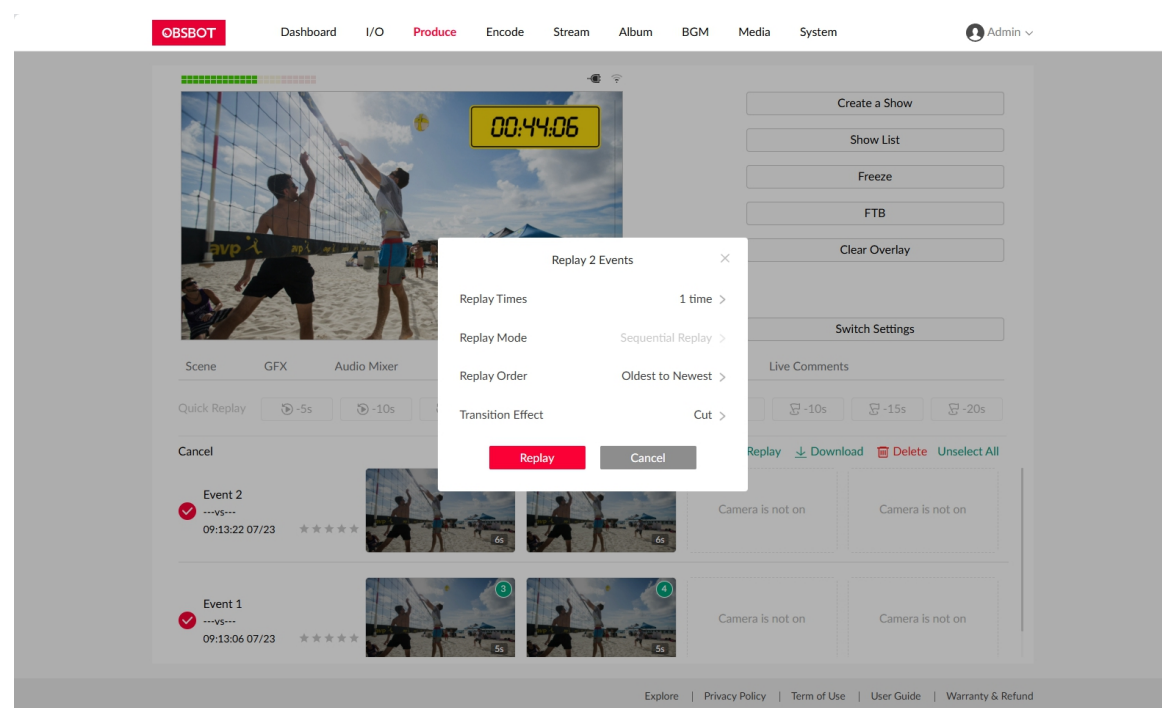
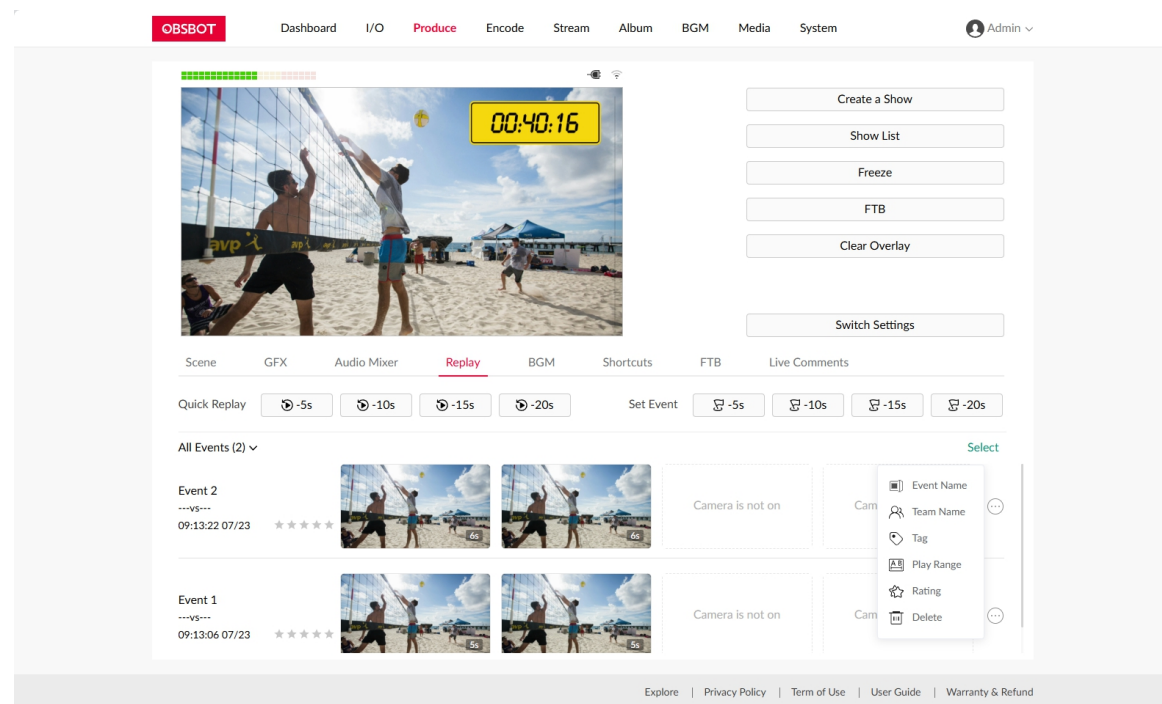
Replay allows you capture some of the greatest moments, slow down the action and save your highlights.

Please enable the Replay function on the device, the "Replay" tab will appear in the Produce page. Click the "Replay" tab to start.

Quick Replay

Quick Replay allows you to review the recent live content.

1. Click  **-5s / -10s / -15s / -20s** to replay the live content from 5 / 10 / 15 / 20 seconds ago.
2. If multiple replay cameras are enabled, in the popup window, select the cameras to replay, or click  to select all.
3. Click one of the following buttons to start replay:
 - **Sequential Replay:** Replay the selected cameras in the order they are selected.
 - **Multi-view Replay:** Replay all selected cameras simultaneously in a multi-view layout.



Event Replay

You can also save events during live program, and replay the events later.

Set Event

You can set events through the following ways.

- Double-click at the preview area to set an event.
 - If you have set **Duration of event replay** to a specific duration on the device, it will directly save the event.
 - If you have set **Duration of event replay** to "Ask me when setting" on the device, select the duration in the popup window, and then it save the event.
- Click  **-5s / -10s/ -15s / -20s** to quickly save an event backtracked 5 / 10 / 15 / 20 seconds.

Manage and Replay Event

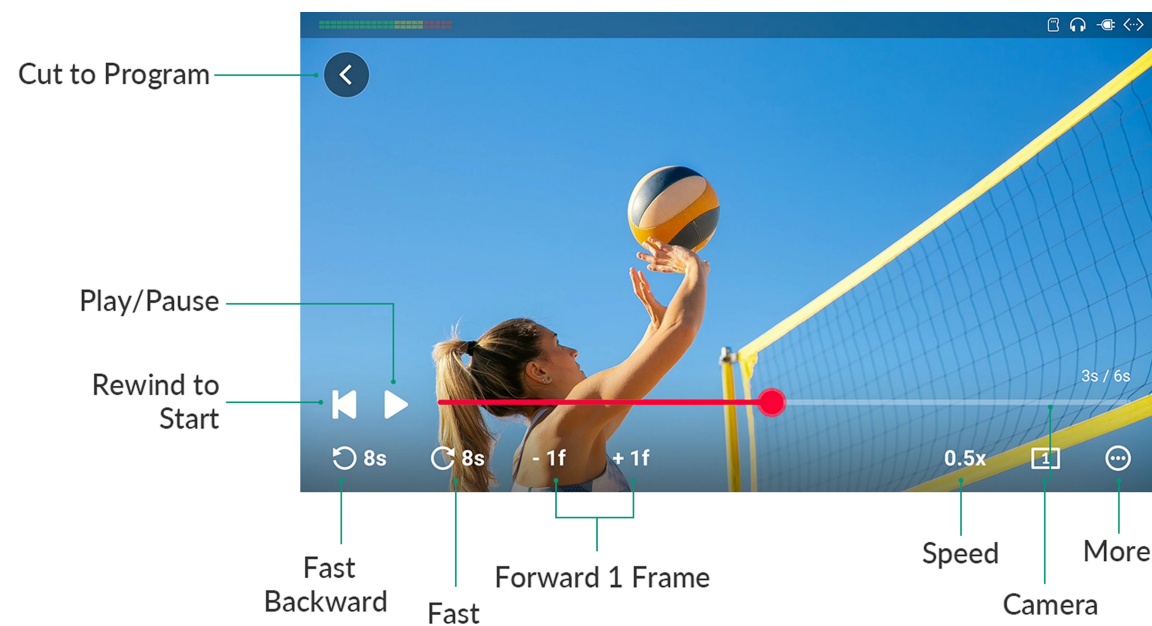
Events are listed at the bottom of relpay page, and all the event files are saved into the Album, you can click the **Album** tab to view.

1. Move the cursor over a thumbnail, and click  and then click the following items to manage the event.
 - **Event Name:** Enter or change the name of an event for easy identification and management.
 - **Team Name:** Enter or change the names of teams related to the event, clarifying the participating parties.
 - **Tag:** Click **Add Tag** to add descriptive tags, which help to quickly mark key information. Then, you can select up to three tags for the event.

- **Play Range:** Drag the A or B slider to precisely set the start and end points of the event video to focus on important segments.
 - **Rating:** Rate the event with stars to intuitively reflect the importance or excitement level of the event.
 - **Delete:** Remove the unnecessary event and its associated information.
2. Click the arrow icon on the left to expand the filter page, and then click one condition to filter events.
 - **All events:** It lists all the events.
 - **Time:** You can filter events of "Previous one hour", "Today", as well as "Today and yesterday".
 - **Tag:** You can filter events per different tag.
 3. Preview and then replay:
 - i. Click any camera thumbnail of one event to bring out the preview window.
 - ii. Click the play button to preview the content of camera.
 - iii. Click **Replay** to start replaying this event.
 4. Replay directly:
 - i. Click **Select** at the upper right corner.
 - ii. Select events or cameras.
 - iii. Click **Replay** at the upper right corner.
 - iv. Set replay options:
 - **Replay times:** You can choose fixed replay times, or choose "Loop replay" and set the "Loop time".

- **Replay mode:** Select the replay mode.
 - "Sequential Replay": Replay the selected cameras in the order they are selected.
 - "Multi-view Replay": Replay all selected cameras simultaneously in a multi-view layout. It is only available for single event.
- **Replay order:** Select the replay order. Options include "Oldest to Newest", "Newest to Oldest", and "Order of Selection".
- **Transition effect:** Select the transition effect when switching cameras. Options include "Cut" and "Fade".
- Click **Replay** to start replaying all the selected events or cameras.

5. To download events, click **Select** at the upper right corner of events area, select the events you needed, or click **Select All**, then click **Download**.
6. To delete multiple events, click **Select** at the upper right corner of events area, select the events you needed, or click **Select All**, then click **Delete**.



Control Replay

At the preview area, you can control the replay.

- Drag the playhead of progress bar to adjust the progress.
- Click  to rewind to the start.
- Click  or  to play or pause the replay.
- Zoom in the image:
 1. Double-click at the preview area to zoom in the image to 2x.

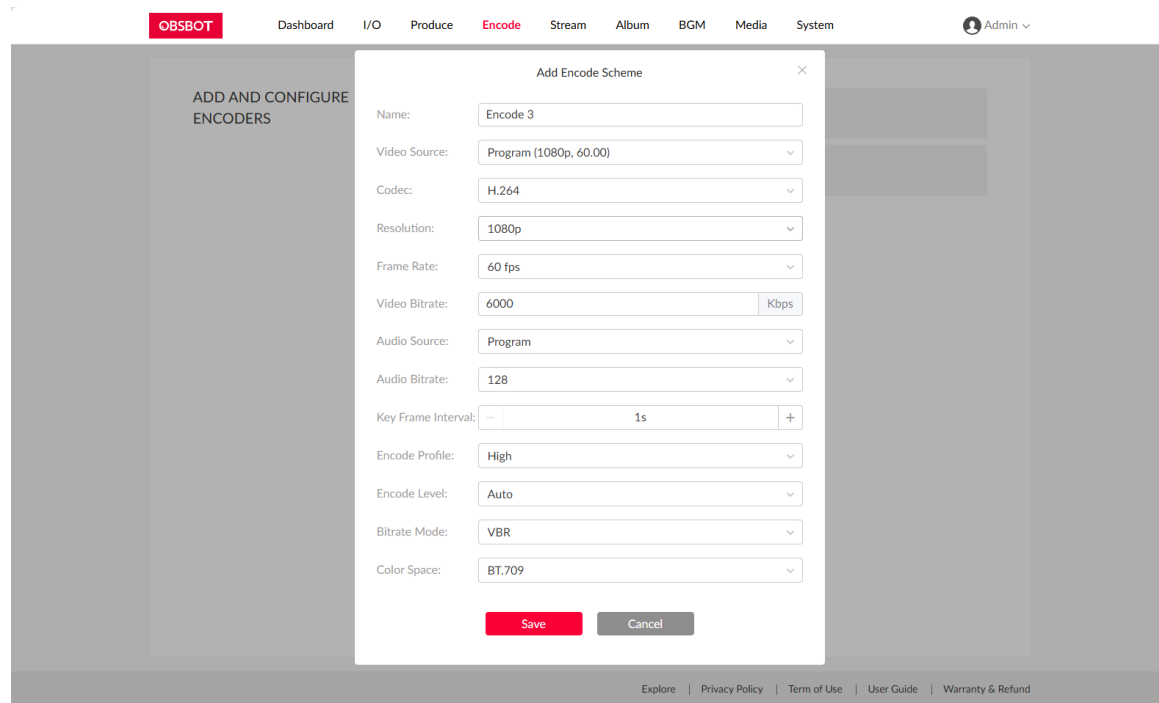
Forward

Switch

2. Scroll the mouse wheel to zoom in or out. The zoom range is 1x to 8x.
 3. Drag the preview area to change the displayed area.
 4. To exit, double-click the preview area again or zoom out to 1x.
- Click  or  to fast backward or forward at a faster pace, such as 5s, which is set on the device.
 - Click **- 1f** to rewind one frame, or click **+ 1f** to fast forward one frame. And the replay will be paused at the same time.
 - Click the speed button to change the playback rate. Options include 0.1x, 0.25x, 0.33x, 0.5x, 0.75x, and 1.0x (default).
 - Click the camera switch button to switch the replay content.
 - Click  for more features.
 - **Save event:** save the content of quick replay to the Album.
 - **Mute/Unmute sound:** click to mute or unmute the sound of replay.
 - Click  to cut back to program view.
- Or, as the replay image is added to the scene list as a temporary scene, you can exit the replay mode by switch scenes.

Set Encode

Each show supports creating multiple encoders for selection when you configure stream servers and record parameters. You can customize encoding parameters and select encoding source for each encoder.



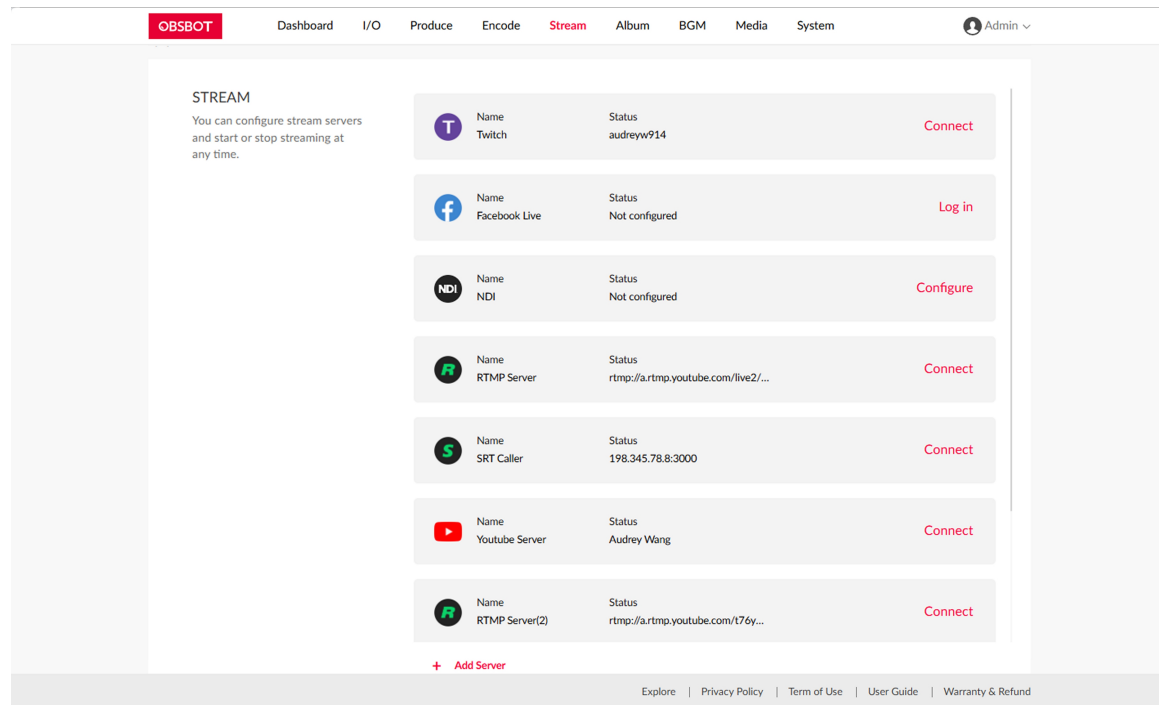
1. On the **Encode** page, click **Add**.
2. Customize the encoder with the following parameters:
 - Video source: Program, HDMI 1, HDMI 2, HDMI 3, HDMI 4, Webcam 1, Webcam 2, Multi-view
 - Codec: H.264, H.265
 - Resolution: Options change along with the quality of the show, which can be 540, 720, 1080, 1440, 2160. Only Program and Multi-view support setting resolution.
 - Frame rate: Options change along with the frame rate of the show, which can be 60/59.94/50/30/29.97/25/24/23.98/15 fps. Only Program and Multi-view support setting frame rate.
 - Video bitrate: Enter a custom value.
 - Audio source: Program, HDMI 1/2/3/4, MIC 1/2, available USB MIC, and None
 - Audio bitrate: 64, 96, 128.
 - Key frame interval: Click + or - to set the key frame interval.
 - Encode profile: Baseline, Main, High
 - Encode level: Options change along with codec, resolution, frame rate, encode profile, etc.

- Bitrate mode: VBR, CBR
3. Click **Save**.
 4. To edit an encoder, move the cursor over it and then click  to enter the edit page.
 5. To delete an encoder, move the cursor over it and then click  .

System default encoders "Encode 1" and "Encode 2" cannot be deleted.

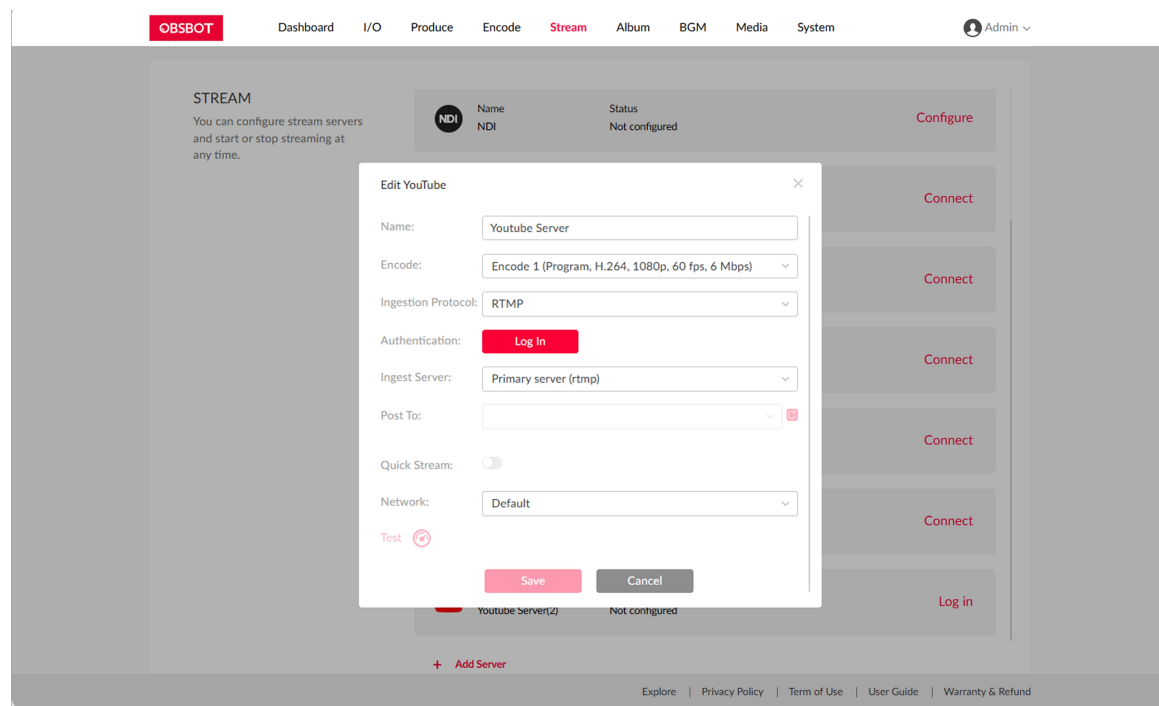
Control Streaming

On the **Stream** page of the Web UI, you can configure stream servers and start or stop streaming at any time.



Configure Stream Servers

- On the Stream page, click **Log in** or **Configure** on the right side of each server to start configuring parameters. Please refer to the following contents.
 - Configure YouTube Server
 - Configure Twitch Server
 - Configure Facebook Live Server
 - Configure NDI® Server
 - Configure RTMP Server
 - Configure SRT Caller
 - Configure SRT Listener
 - Configure RTSP Server
 - Configure Restream Server
- Click **Add Server** to add more servers.
- To edit a server, move the cursor over the server, and click  to enter the edit page. After you change the settings, click **Save**. If you click **Cancel**, all the changes will be discarded.
- To delete a server, move the cursor over the server, and click .



Configure YouTube Server

On the Stream page, click **Log in** behind YouTube, and then start to configure.

- **Name:** enter a new name.
- **Encode:** select an encoder. Encoding parameters can be customized on the [Encode](#) page.
- **Ingestion Protocol:** select **RTMP** or HLS.
- **Authentication:** click **Log In**, and then follow the instructions to log into your account.

Your username and profile image will be displayed after login.

Your nickname, user avatar images and authorization token will be stored encrypted in the OBSBOT Talent 2 after a successful authorization. When you delete the YouTube server or remove the OBSBOT Talent 2 from trusted apps from your [Google account's security setting](#), we will follow the policies of Google to clear saved data in 0 to 24 hours.

If you have not enabled live streaming for your YouTube account, your YouTube login will fail. Also note that you need to have live streaming enabled 24 hours before starting streaming. For details, see [Why can't I log in to my YouTube account](#) .

- **Ingest Server:** You can select **Primary server (rtmp)**, **Primary server (rtmps)**, **Backup server (rtmp)**, or **Backup server (rtmps)**.
- **Post To:** select a channel, event, or **New stream**.
If you select **New stream**, you need to set **Title** (mandatory), **Description**, and **Privacy**.
 - **Privacy** options are:
 - **Public:** The stream is visible to all people.

- **Private:** The stream is visible only to you and people selected by you.
 - **Unlisted:** The stream is visible only through a link.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Number of Viewers:** optional. When it is enabled, the number of viewers is displayed on the device's status bar during streaming.
- **Network:** You can set the network priority for streaming. Options include: Default (Ethernet > WLAN > Cellular), Cellular First, WLAN First, Ethernet First.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the YouTube server will display your account information.

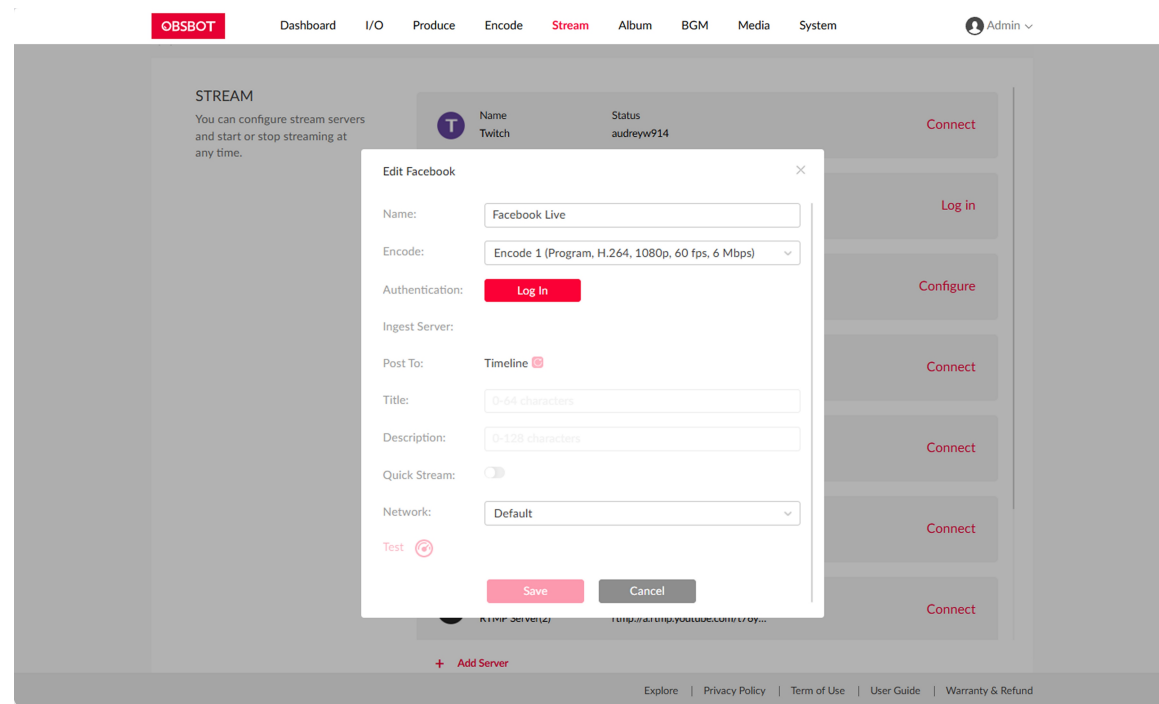
□

Configure Twitch Server

On the Stream page, click **Log in** behind Twitch, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter a new name.
- **Encode:** select an encoder. Encoding parameters can be customized on the [Encode](#) page.
- **Authentication:** click **Log In** and then follow the instructions to log into your account.
- **Ingest Server:** The system lists available servers. You can select a nearby server for an optimal network path.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Number of Viewers:** optional. When it is enabled, the number of viewers is displayed on the device's status bar during streaming.
- **Network:** You can set the network priority for streaming. Options include: Default (Ethernet > WLAN > Cellular), Cellular First, WLAN First, Ethernet First.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the Twitch server will display your account information.



Configure Facebook Live Server

On the Stream page, click **Log in** behind Facebook Live, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter a new name.
- **Encode:** select an encoder. Encoding parameters can be customized on the **Encode** page.
- **Authentication:** click **Log In** and then follow the instructions to log into your account.

Your username and profile image will be displayed after login.

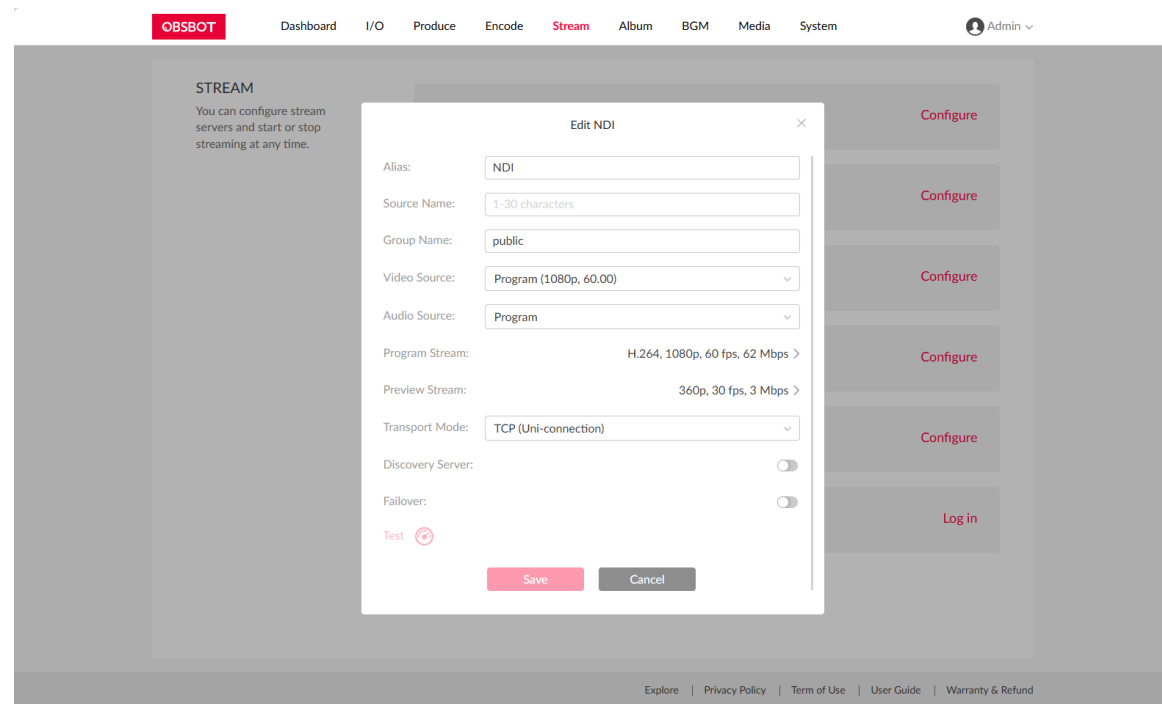
Your nickname, user avatar images and authorization token will be stored encrypted in the OBSBOT Talent 2 after a successful authorization. To delete your information, you can delete the created server or remove the OBSBOT Talent 2 from trusted apps from **Facebook**. Your personal data will be deleted upon request in 0 to 24 hours.

After you log in successfully, the system automatically selects a ingest server for you, which you cannot change.

- **Post To:** select Timeline or a Page as the streaming destination.
- **Title:** set the title of the video stream (optional).
- **Description:** set the description of the video stream (optional).
- **Audience:** select who can see your live content. Options include Public, Friends and Only me.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Number of Viewers:** optional. When it is enabled, the number of viewers is displayed on the device's status bar during streaming.

- **Network:** You can set the network priority for streaming. Options include: Default (Ethernet > WLAN > Cellular), Cellular First, WLAN First, Ethernet First.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the Facebook Live server will display your account information.



Configure NDI Server

On the Stream page, click **Configure** behind NDI, and then start to configure. After everything is OK, save your configuration.

- **Alias:** enter an alias name for your convenience of multi-item management.
- **Source Name:** enter a name, which is the name of the output NDI stream for the receiver to recognize. It supports 1-30 characters, which contains A-Z, a-z, 0-9 and _-#()%.
- **Group Name:** enter a name to specify the client group receiving the NDI stream. It supports 1-64 characters, containing A-Z, a-z, 0-9 and _-,. Multiple group names can be comma-separated. The default group name is public. If you do not want other devices on the network to be able to search for it at will, you can set a private group name, and other devices need to use the private group name to search for this device.
- **Video Source:** select the source to encode. Options include Program, HDMI 1, HDMI 2, HDMI 3, HDMI 4, Webcam 1, Webcam 2 and Multi-View.
- **Audio source:** Program, HDMI 1, HDMI 2, HDMI 3, HDMI 4, MIC 1, MIC 2, available USB MIC, and None
- **Program Stream:** set the following parameters.
 - **Codec:** Options include H.264 and H.265.
 - **Resolution:** Options change along with the quality of the show.
 - **FPS:** Options change along with the frame rate of the show, which can be 60/59.94/50/30/29.97/25/24/23.98/15 fps.
 - **Bitrate:** It automatically changes according to resolution and FPS options.
 - **Encode Profile:** Options include Baseline Profile, Main Profile, and High Profile.

- **Encode Level:** Options change along with other settings.
- **Bitrate Mode:** It is fixed at CBR.
- **Preview Stream:** set the following parameters.
 - **Resolution:** It is fixed at 640x360.
 - **FPS:** It changes along with the frame rate of the show.
 - **Bitrate:** It automatically changes according to the settings of Program Stream.
 - **Encode Profile:** Options include Baseline Profile, Main Profile, and High Profile.
 - **Encode Level:** Options change along with other settings.
 - **Bitrate Mode:** It is fixed at CBR.
- **Transport Mode:** select a mode and set parameters if needed.
 - **UDP (Unicast):** The device sends a UDP stream directly to the receiver. It is used where lower latency matters. And multiple simultaneous streams will work independently for multiple receivers.
 - **UDP (Multicast):** The device sends the UDP stream to a multicast group. It is used for one-to-many broadcast for lower CPU usage. Parameters in a multicast configuration include:
 - **Multicast IP:** IP ranges from 224.0.0.0 to 239.255.255.255.
 - **Subnet Mask:** The legitimate value ranges from 255.0.0.0 to 255.255.255.252.
 - **Time to live:** It ranges from 1 to 255. The default value is 4.
 - **RUDP (Unicast):** Reliable User Datagram Protocol, is a connection-oriented and unicast protocol. RUDP helps to maintain the flow control

and reliability of data transfer. The transmission control algorithms on both sending and receiving sides guarantee the RUDP capable of recovering from data loss, duplication, delay and reordering.

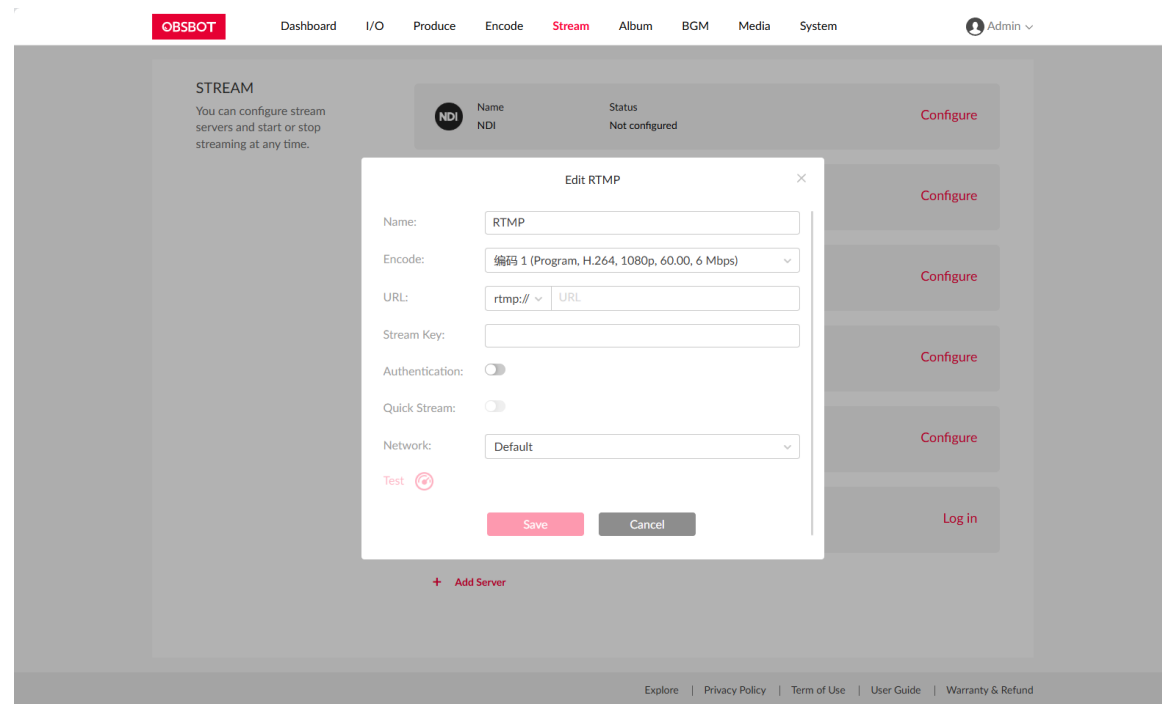
- **TCP (Uni-Connection):** It indicates to establish single TCP connection between the device and the receiver, and transfer all A/V packets via one port. Compared with UDP (Unicast) or TCP (Multi-Connection), it has lower CPU usage. It is used where reliable data transfer matters, which makes it suitable for 4K NDI streams.
- **TCP (Multi-Connection):** It indicates to establish multiple TCP connections between the device and receivers, but transfer audio packet and video packet via different ports. It usually works in a complicated networking studio. It is used where reliable transmission of data matters, which makes it suitable for 4K NDI streams.
- **Discovery Server:** optional. When it is enabled, the device can only be received by the specified receiver, and the mDNS auto-discovery function is unavailable.
 1. Ensure that the receiver and device can ping each other.
This function works between device and receiver that can ping each other even from differential network segment. After setting, the output stream of your device can be received by specified server.
 2. Specify the **Server IP** to the IP address of the discovery server.
 3. Set a same IP address of the discovery server on the NDI stream receiver.
For example, launch the **NDI Access Manager** tool installed in the receive computer, enter the **Advanced** tab, uncheck **Multicast Sending Enabled** , and check **Use Discovery Server**, and then specify **Server IP**

to the IP address of the receiver server running discovery service function.

Note: The Server IP of NDI Access Manager and OBSBOT Talent 2 should be the same.

- **Failover:** optional. When it is enabled, it can protect your NDI transmission from failure. If the source video fails, the backup device begins to provide a service. The initial source will be restored after it recovers.
 - **Source name** shows the backup NDI channel name.
Click **Change** and select the failover (backup) video device within the same NDI group as the initial source.
 - **IP address** shows the IP Address of the backup NDI channel, which is automatically obtained after you select the backup NDI source.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the NDI server will display the configured Source Name.

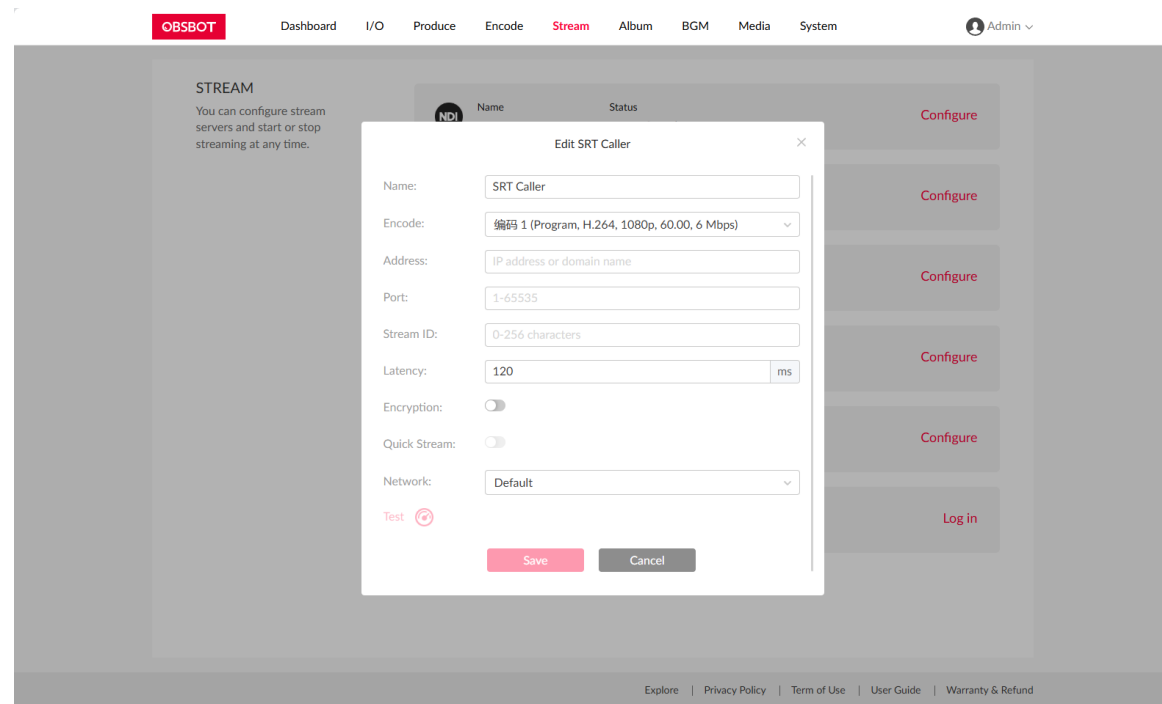


Configure RTMP Server

On the Stream page, click **Configure** behind **RTMP** Server, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter an alias name for your convenience of multi-item management.
- **Encode:** select an encode scheme. Encoding parameters can be customized on the **Encode** page.
- **URL:** select "**rtmp://**" for **RTMP** streaming or "**rtmps://**" for RTMPS streaming, and then enter the URL of the stream destination. You can also paste a URL directly, it will automatically recognize the protocol.
- **Stream Key:** enter the key got from the stream destination.
- **Authentication:** if required, enter your **Username** and **Password** at the third-party live streaming platform.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Network:** You can set the network priority for streaming. Options include: Default (Ethernet > WLAN > Cellular), Cellular First, WLAN First, Ethernet First.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the **RTMP** server will display the configured URL.

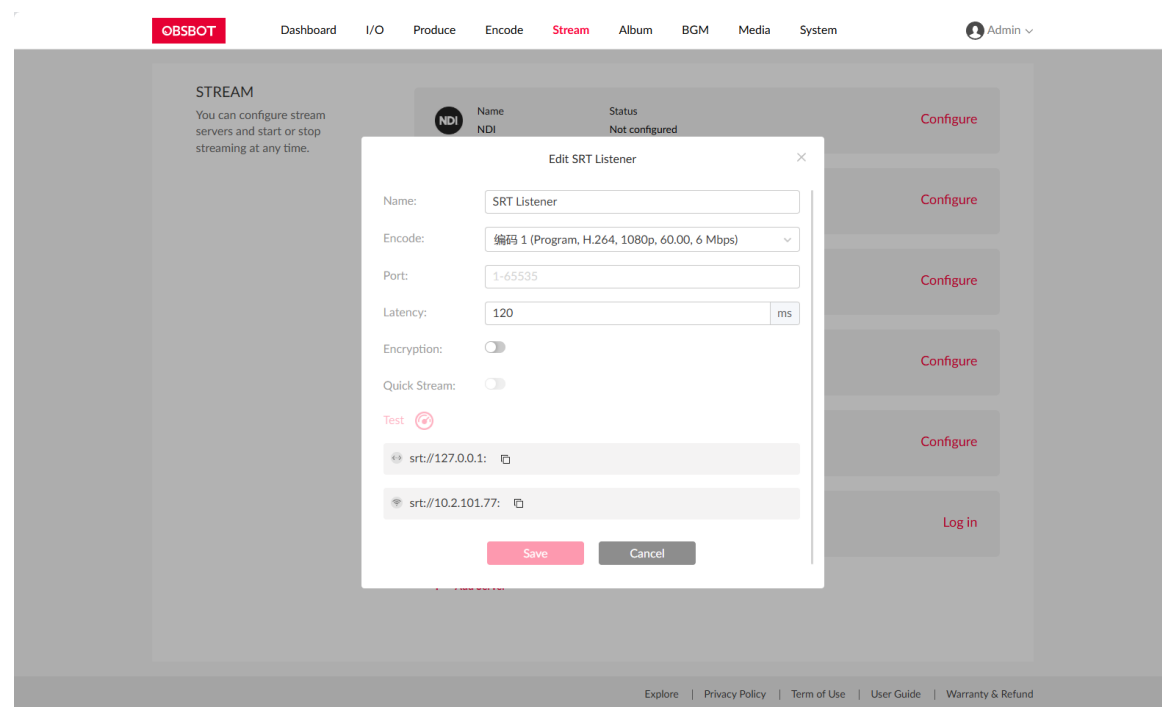


Configure SRT Caller

On the Stream page, click **Configure** behind **SRT** Caller, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter an alias name for your convenience of multi-item management.
- **Encode:** select an encode scheme. Encoding parameters can be customized on the **Encode** page.
- **Address:** enter the address of receiver.
- **Port:** enter the port number of receiver. Value ranges from 1 to 65535.
- **Stream ID:** enter a custom ID, which can contain 0-256 characters.
- **Latency:** enter a number between 20 and 8000. The default value is 120ms. We recommend that the latency is configured the same as that of the receiver.
- **Encryption:** optional. You can select an encryption algorithm, which can be **AES 128**, **AES 192** or **AES 256**. And enter the Password, which can contain 10 to 79 characters.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Network:** You can set the network priority for streaming. Options include: Default (Ethernet > WLAN > Cellular), Cellular First, WLAN First, Ethernet First.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the **SRT** Caller will display the configured address and port, for example, 10.10.1.10:80.

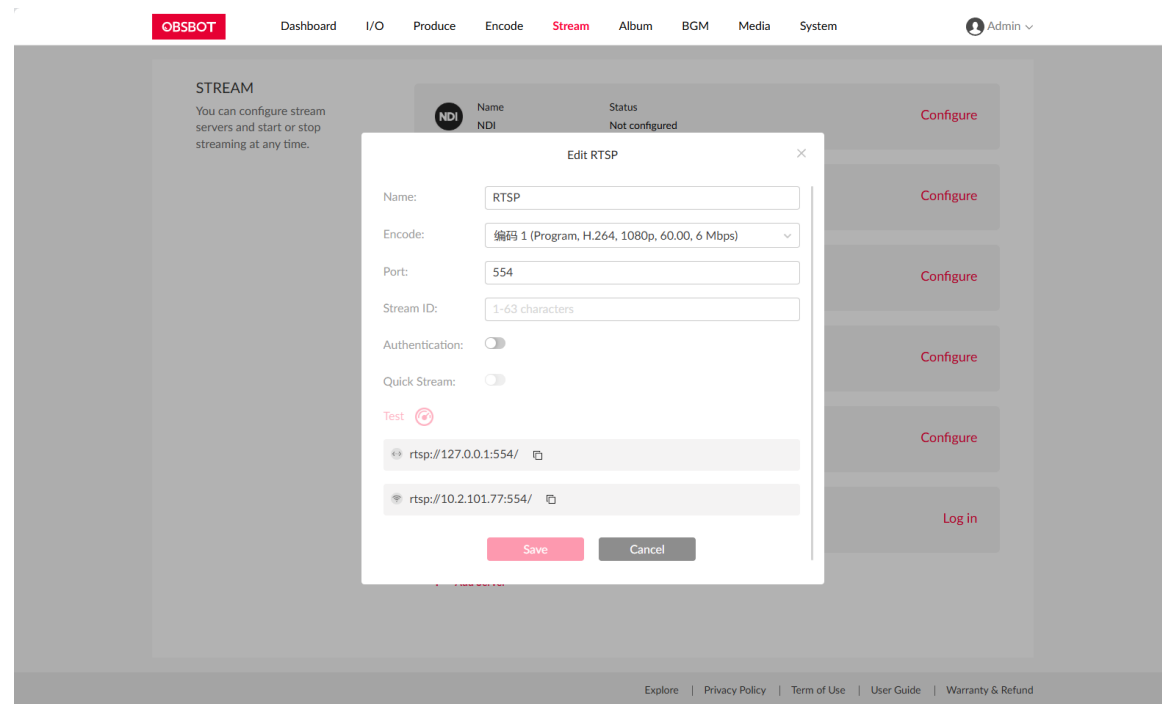


Configure SRT Listener

On the Stream page, click **Configure** behind **SRT** Listener, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter an alias name for your convenience of multi-item management.
- **Encode:** select an encode scheme. Encoding parameters can be customized on the **Encode** page.
- **Port:** enter the port number. Value ranges from 1 to 65535.
- **Latency:** enter a number between 20 to 8000. The default value is 120ms. We recommend that you set the same latency for **SRT** caller and listener.
- **Encryption:** optional. You can select an encryption algorithm, which can be **AES** 128, **AES** 192 or **AES** 256. And enter the Password, which can contain 10 to 79 characters.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Test:** click to test whether the previous configurations are working properly.
- The play URL is displayed at the end of the page. If you have multiple network connections, there would be multiple ones. You can click  to copy the URL.

After configuration, the "Status" area of the **SRT** Listener will display the URL, in which 0.0.0.0 indicates that it uses the local IP, and the service can be accessed by other devices through the network.

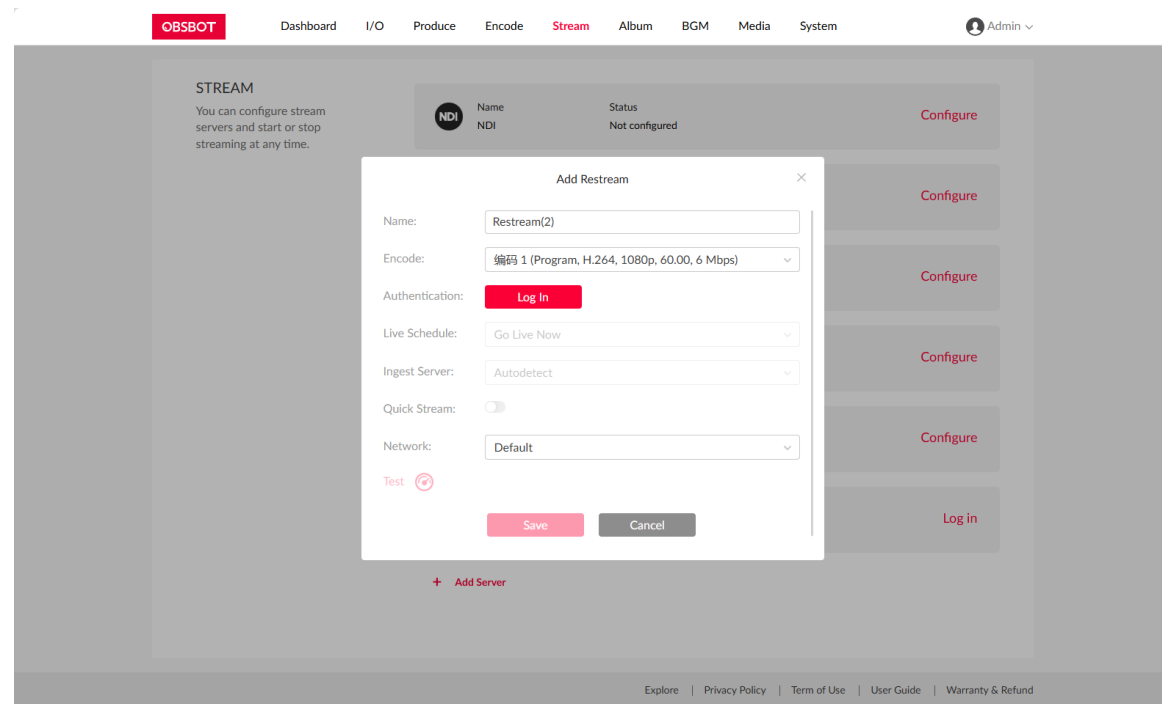


Configure RTSP Server

On the Stream page, click **Configure** behind RTSP, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter an alias name for your convenience of multi-item management.
- **Encode:** select an encode scheme. Encoding parameters can be customized on the **Encode** page.
- **Port:** enter the port number. Value ranges from 1 to 65535.
- **Stream ID:** enter a custom ID, which can contain 0-256 characters.
- **Encryption:** optional. Toggle it on if your live streaming service provider requires. Type your user name and password for the streaming service.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Test:** click to test whether the previous configurations are working properly.
- The stream URL is displayed at the end of the page. If you have multiple network connections, there would be multiple ones. You can click  to copy the URL.

After configuration, the "Status" area of the RTSP server will display the URL, in which 0.0.0.0 indicates that it uses the local IP, and the service can be accessed by other devices through the network.



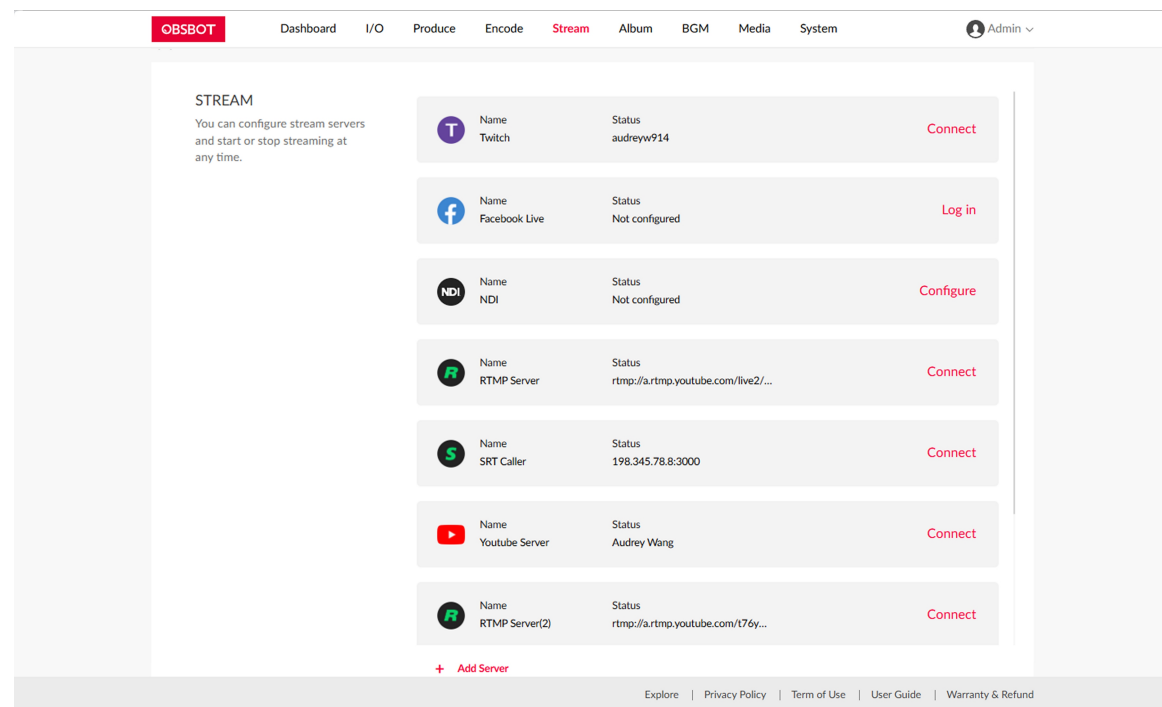
Configure Restream Server

On the Stream page, click **Log in** behind Restream, and then start to configure. After everything is OK, save your configuration.

- **Name:** enter a new name.
- **Encode:** select an encoder. Encoding parameters can be customized on the **Encode** page.
- **Authentication:** click **Log In** and then follow the instructions to log into your account.
- **Live Schedule:** You can select either "Go Live Now" or any available schedule created on the Restream website.
- **Ingest Server:** The system lists available servers. You can select a nearby server for an optimal network path.
- **Quick Stream:** optional. When it is enabled, you can start streaming quickly on the device screen.
- **Network:** You can set the network priority for streaming. Options include: Default (Ethernet > WLAN > Cellular), Cellular First, WLAN First, Ethernet First.
- **Test:** click to test whether the previous configurations are working properly.

After configuration, the "Status" area of the Restream server will display your account information.

It only allows adding one Restream server.



Start Streaming

You can simultaneously stream to 4 destinations at most.

1. Click **Connect** next to a configured server to start streaming to this server. Under the server name, it displays streaming duration and real-time streaming rate.

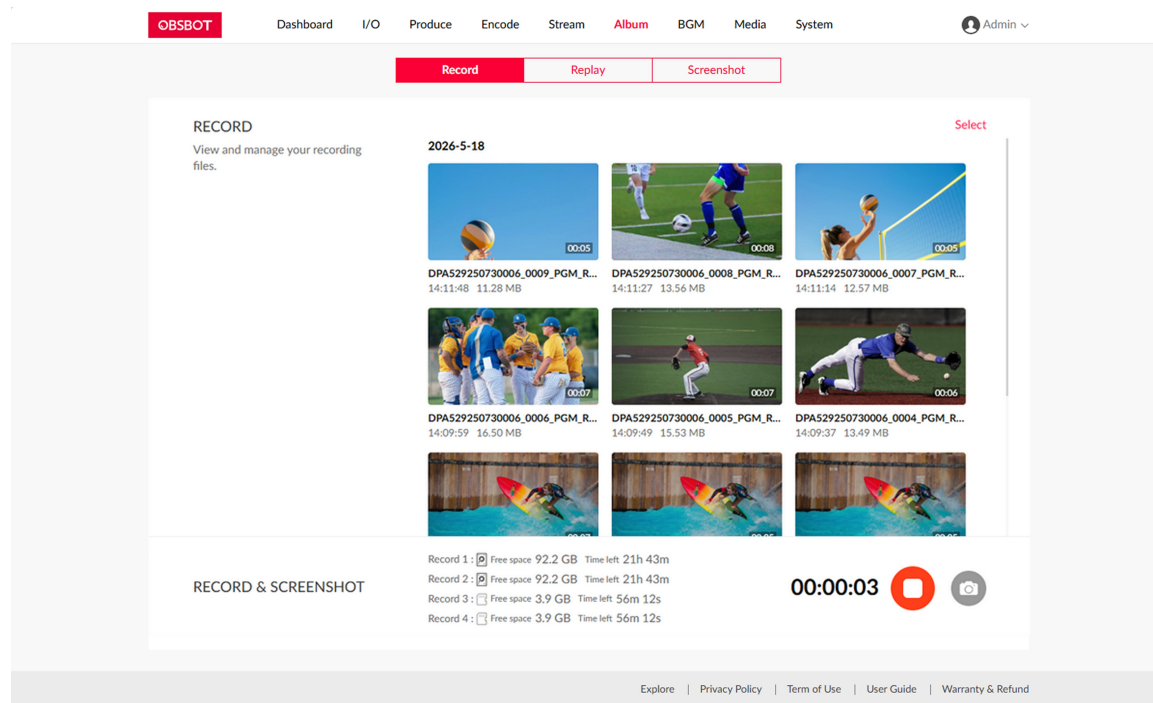
For YouTube streaming, if you create a new stream to post to, it enables Auto-start by default. When you start streaming to this channel, you can edit the title and description, and then it goes live at once on YouTube. If you need to preview the stream at first, you may refer to [How to start a stream scheduled later for YouTube](#).

2. (Optional) Click **Connect** next to another configured server to stream to this server simultaneously.
3. Click **Disconnect** of a working server to stop streaming to the server.

For YouTube streaming, if you have enabled Auto-stop in your studio, the stream ends live at once. If not, you need to select to end live or pause streaming but keep live.

View Album and Control Recording

On the **Album** page of the Web UI, you can manage recordings, replay events and screenshot files, control recording, and take screenshots.



- Click the **Record**, **Replay** or **Screenshot** tab to view your recordings, replay events and screenshots.
- Click video clips or pictures to preview.

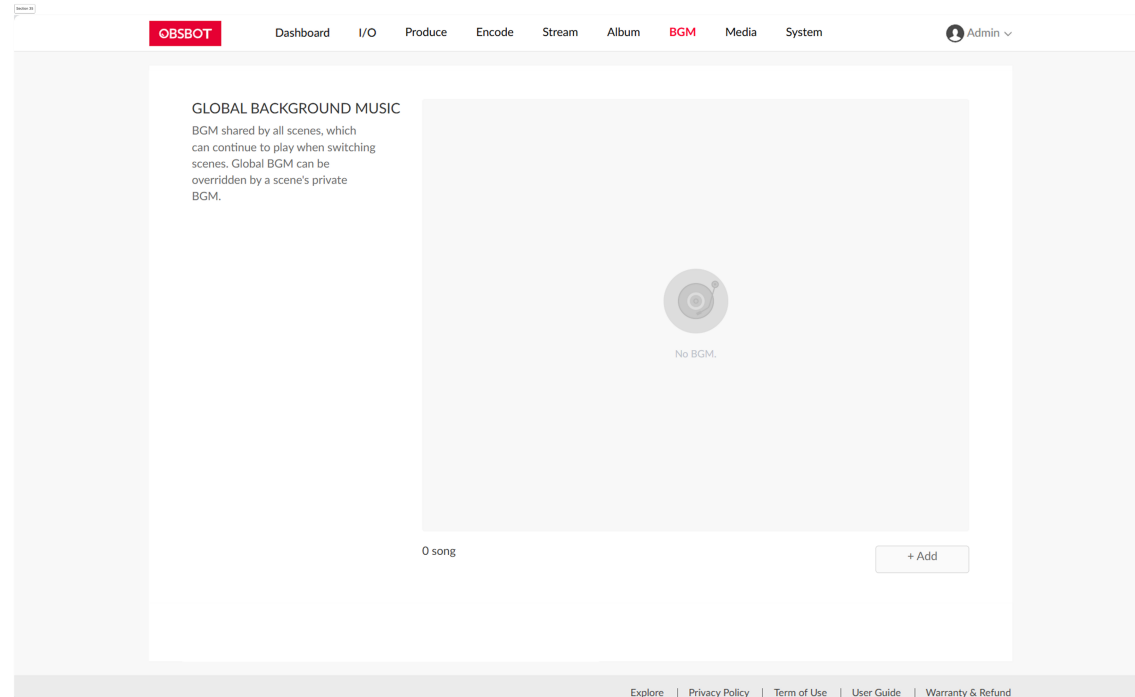
For the H.265 video file, some web browsers may not support previewing. You can upgrade the browser and try again.

- Move the cursor over a thumbnail, click  and then click **Download** to download the file to your computer, or click **Delete** to delete the file.
- Click **Select** in the upper right corner, select files or click **Select All**, and then click **Download** or **Delete** to download or delete files in batch.
- In the **RECORD & SCREENSHOT** area on the "Record" page:
 - View current save path ( indicates the SD card,  indicates the USB SSD and  indicates the internal storage), free space and time left for recording.
 - Click  to start recording, and click  to stop recording.
 - Click  to take screenshots of the program output.

- Recordings shorter than 1 second won't be saved.
- When the remaining space of one recording is insufficient, it will stop automatically. Other recordings keep going on.

Global BGM

Click the **BGM** tab on the top bar, and then you can add and play global background music.
The global BGM will be overridden by a scene's private BGM.



Add BGM

1. Click the **+ Add** button.
2. Click **+ Upload** at the lower right corner to import local audio files to media.
Supported formats are MP3, M4A, WAV files.
3. In the **Media** list, click an item to add it as global BGM.

Rearrange BGM

1. Hover your mouse over a BGM item.
2. Click  to move upward or click  to move downward.

Delete BGM

1. Hover your mouse over a BGM item.
2. Click , and click **Delete** on the popup dialog box.

Play BGM

1. Click the song name to switch.

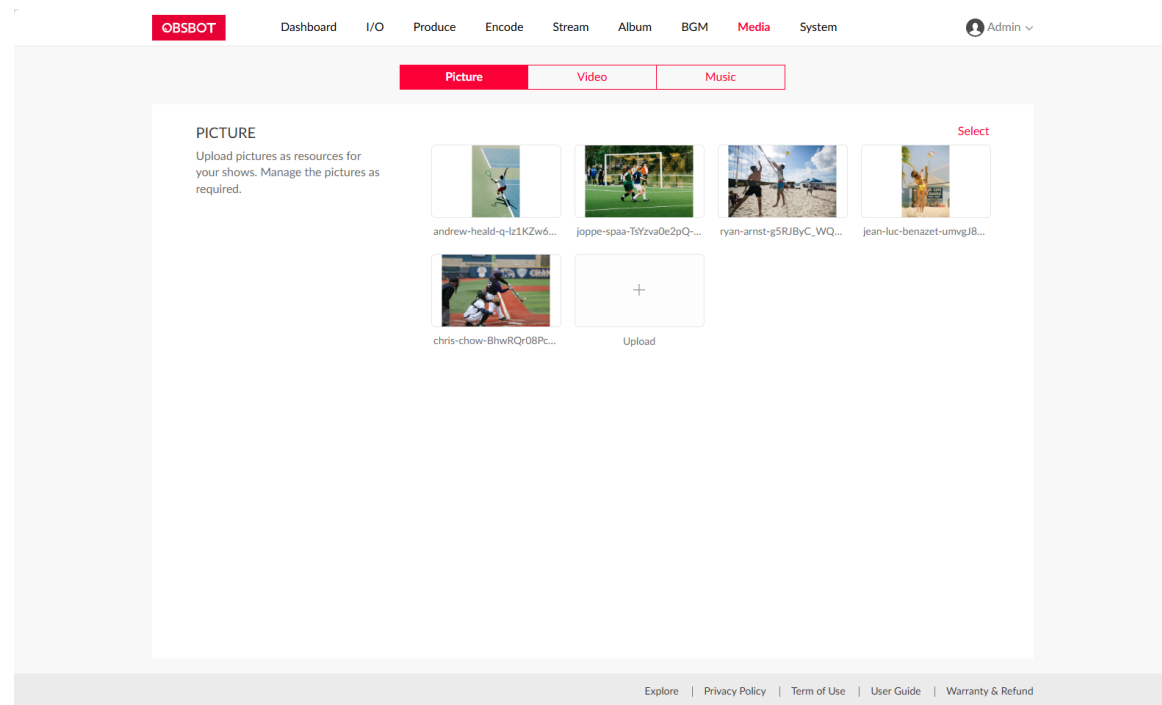
2. Click buttons on the playback bar to control the BGM.
 - Click  to play or  to pause.
 - Click  to play the previous song or  to play the next song.
 - Drag the playhead to a specified position.
 - Set the loop policy:
 -  : Repeat the playlist
 -  : Repeat the song
 -  : Shuffle the playlist

Tips for using global and private BGM:

1. The global BGM needs to be started manually.
2. When you switch to a scene with private BGM, the global BGM will be paused. And the private BGM can be started manually or automatically, which can be set in the scene editor on the device. When you switch to a scene without private BGM, the global BGM resumes to play.
3. If you have paused the global BGM manually, you need to resume it manually after you switch scenes.

Manage Media Files

On the **Media** page of the Web UI, you can upload pictures, video clips and music files as resources for your shows, and you can manage these files.



Manage Pictures

Import Pictures

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Picture** tab at the upper part of the page.
3. On the **Picture** tab page, click the **+ Upload** button, and import a picture from the local computer.
Supported formats are JPEG, PNG, BMP image files.
The resource will be imported to the OBSBOT Talent 2 .

Preview Pictures

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Picture** tab at the upper part of the page.
3. On the **Picture** tab page, click a thumbnail to preview the picture.
4. On the preview page, click the left and right arrows to switch pictures.

Rename Pictures

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Picture** tab at the upper part of the page.
3. On the **Picture** tab page, move the mouse over a thumbnail, click the

 icon, and click **Rename**.

4. Enter a new name (1-32 characters) and click **Rename**.

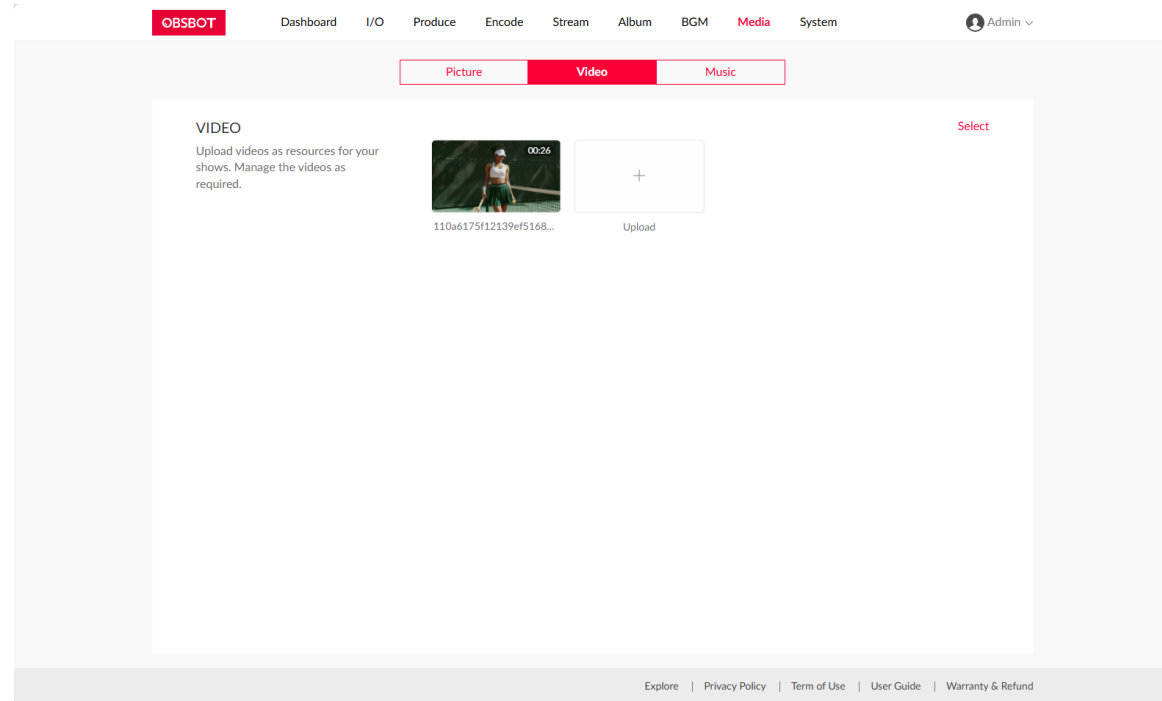
Download Pictures

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Picture** tab at the upper part of the page.
3. On the **Picture** tab page, move the mouse to a thumbnail, click the  icon, and click **Download**. The picture will be downloaded to the local computer.
4. Or, click **Select** in the upper right corner, select files or click **Select All**, and then click **Download** to download files in batch.

Delete Pictures

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Picture** tab at the upper part of the page.
3. On the **Picture** tab page, move the mouse to a thumbnail, click the  icon, and click **Delete**. On the displayed dialog box, click **Delete**. The picture will be removed from the OBSBOT Talent 2 .
4. Or, click **Select** in the upper right corner, select files or click **Select All**, and then click **Delete** to delete files in batch.

The resource used by any shows cannot be deleted.



Manage Video Clips

Import Video Clips

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Video** tab at the upper part of the page.
3. On the **Video** tab page, click the **+ Upload** button, and import a video from the local computer.

Supported formats are MOV, MP4, MKV, WebM video files. If you upload a MOV file in ProRes 4444 format, it will be automatically converted to the WebM format to enhance performance.

The resource will be imported to the OBSBOT Talent 2 .

Preview Video Clips

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Video** tab at the upper part of the page.
3. On the **Video** tab page, click a thumbnail to preview the video.
4. On the preview page, click the left and right arrows to switch videos.
5. Move the mouse over the video, and a playback control bar will appear at the bottom. You can play/pause the video, drag the playback progress bar, and adjust the volume.

Rename Video Clips

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Video** tab at the upper part of the page.

3. On the **Video** tab page, move the mouse to a thumbnail, click the  icon, and click **Rename**.
4. Enter a new name (1-32 characters) and click **Rename**.

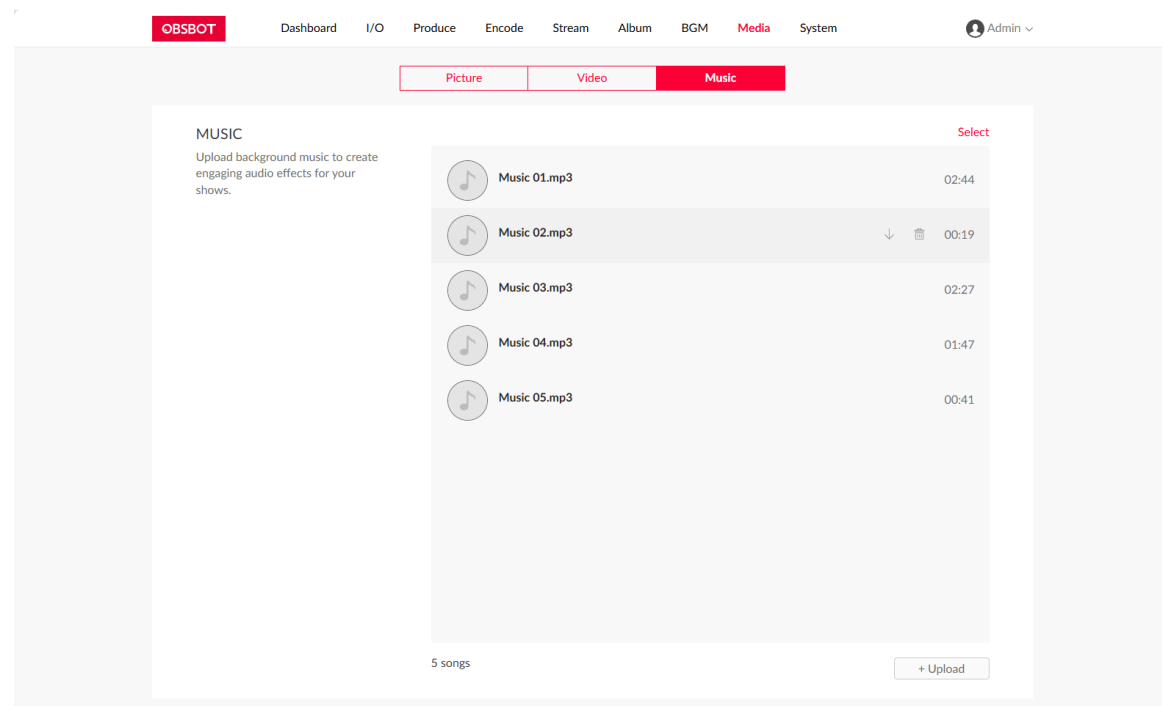
Download Video Clips

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Video** tab at the upper part of the page.
3. On the **Video** tab page, move the mouse to a thumbnail, click the  icon, and click **Download**. The video will be downloaded to the local computer.
4. Or, click **Select** in the upper right corner, select files or click **Select All**, and then click **Download** to download files in batch.

Delete Video Clips

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Video** tab at the upper part of the page.
3. On the **Video** tab page, move the mouse to a thumbnail, click the  icon, and click **Delete**. On the displayed dialog box, click **Delete**. The video will be removed from the OBSBOT Talent 2 .
4. Or, click **Select** in the upper right corner, select files or click **Select All**, and then click **Delete** to delete files in batch.

The resource used by any shows cannot be deleted.



Manage Music

Import Music

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Music** tab at the upper part of the page.
3. On the **Music** tab page, click the **+ Upload** button at the lower right part of the page, and import music from the local computer.
Supported formats are MP3, M4A, WAV files.
The resource will be imported to the OBSBOT Talent 2 .

Preview Music

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Music** tab at the upper part of the page.
3. On the **Music** tab page, click any music to preview.

Download Music

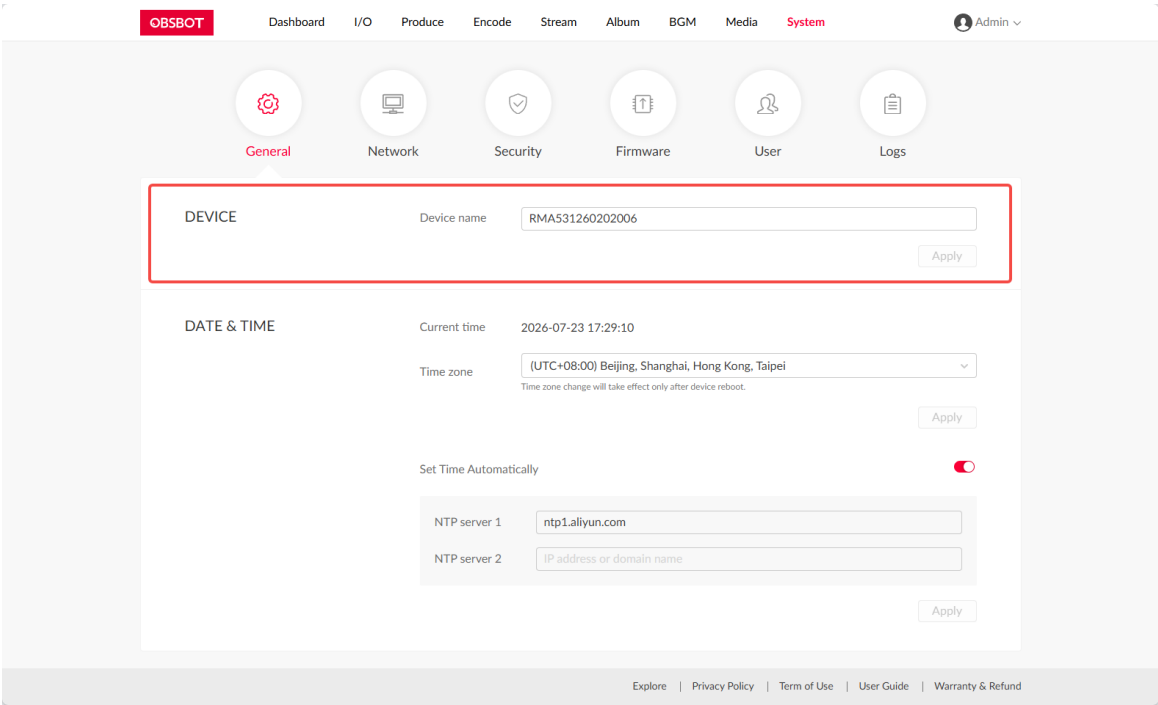
1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Music** tab at the upper part of the page.
3. On the **Music** tab page, move the mouse over an item and click  to download. The music will be downloaded to the local computer.
4. Or, click **Select** in the upper right corner, select files or click **Select All**, and then click **Download** to download files in batch.

Delete Music

1. In the navigation bar at the upper part of the Web UI, click the **Media** tab.
2. Click the **Music** tab at the upper part of the page.
3. On the **Music** tab page, move the mouse over an item and click the delete button  on the right. On the displayed dialog box, click **Delete**. The music will be removed from the OBSBOT Talent 2 .
4. Or, click **Select** in the upper right corner, select files or click **Select All**, and then click **Delete** to delete files in batch.

The resource used by any shows cannot be deleted.

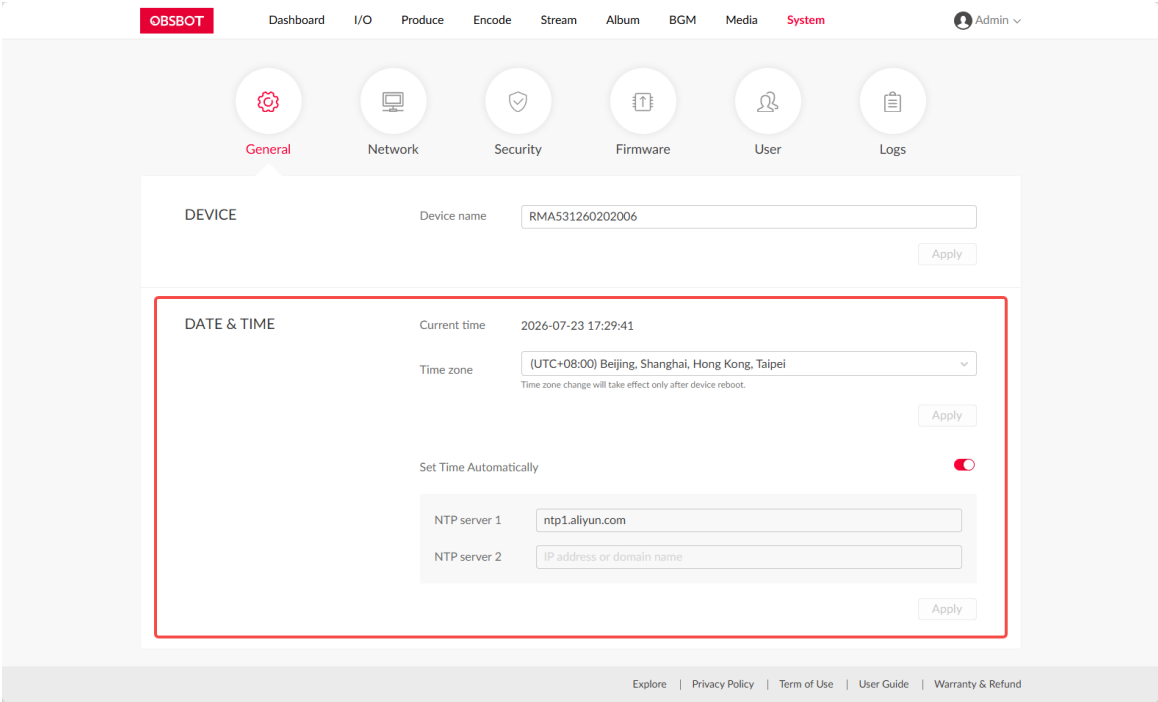
System Settings



Set Device Name

The device name is the **Device name** parameter displayed on the **Dashboard** page, and the device name shown in network discovery as well as in Obsbot Live App.

1. [Log in to the Web UI as the Admin user.](#)
2. Choose **System > General**.
3. In the **DEVICE** area, set **Device name**. By default, it is the serial number.
The device name can consist of 1-32 characters. Supported characters: A-Z, a-z, 0-9, spaces and _-. Spaces cannot be at the start or end.
4. Click **Apply**.
5. Click **Dashboard** in the navigation bar. Check whether **Device name** is changed to the new name.
The device name displayed in network discovery and in Obsbot Live App will also change accordingly.



Set System Time

The OBSBOT Talent 2 uses the system time for time-stamping the A/V input as well as logging and naming files. Before using this device, you need to select your time zone and adjust time to ensure time accuracy.

Select Time Zone

1. Log in to the Web UI as the Admin user.
2. Choose **System > General**.
3. (Optional) In the **DATE & TIME** area, view **Current time**.
4. In the **DATE & TIME** area, select a time zone from the **Time zone** drop-down list box.
5. Click **Apply**.
6. On the displayed dialog box, click **Reboot**.
The device will reboot. If you click **Later**, your configuration change will not apply until after next reboot.

Set Time Automatically

You can automatically synchronize time from the network. By default, the OBSBOT Talent 2 automatically synchronizes time from NTP servers. Network Time Protocol (NTP) servers provide network-based time synchronization service. There are many NTP servers available on the Internet. You may also deploy your own ones. OBSBOT Talent 2 uses the NTP1 servers provided by ntp1.aliyun.com by default. You can change these NTP servers as needed. For

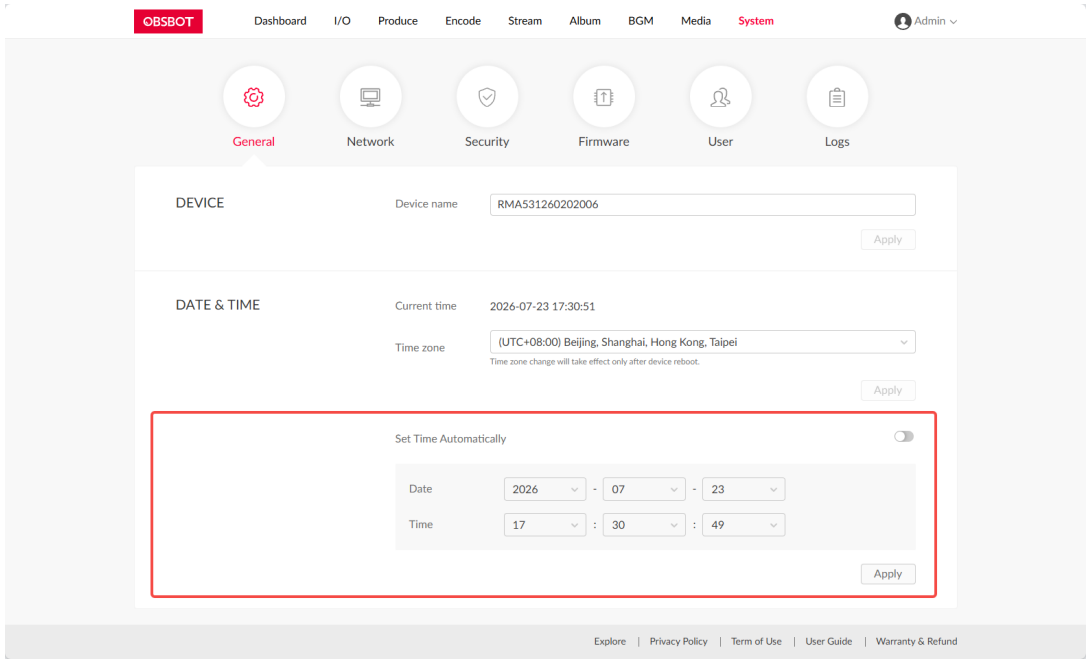
example, you may change to nearer servers to reduce network latency and improve time accuracy.

1. [Log in to the Web UI as the Admin user.](#)
2. Choose **System > General**.
3. In the **DATE & TIME** area, enable **Set Time Automatically**.

The **Set Time Automatically** switch is enabled by default. If it is disabled, you need to first enable it.

4. Set domain names for NTP servers.
 - **NTP server 1:** Domain name for NTP server 1, mandatory. The default is **ntp1.aliyun.com**. Make sure you enter a valid domain name.
 - **NTP server 2:** Domain name for NTP server 2, optional. Make sure you enter a valid domain name.
5. Click **Apply**.

Make sure you click this button after configuring. Otherwise, your configuration will become invalid.

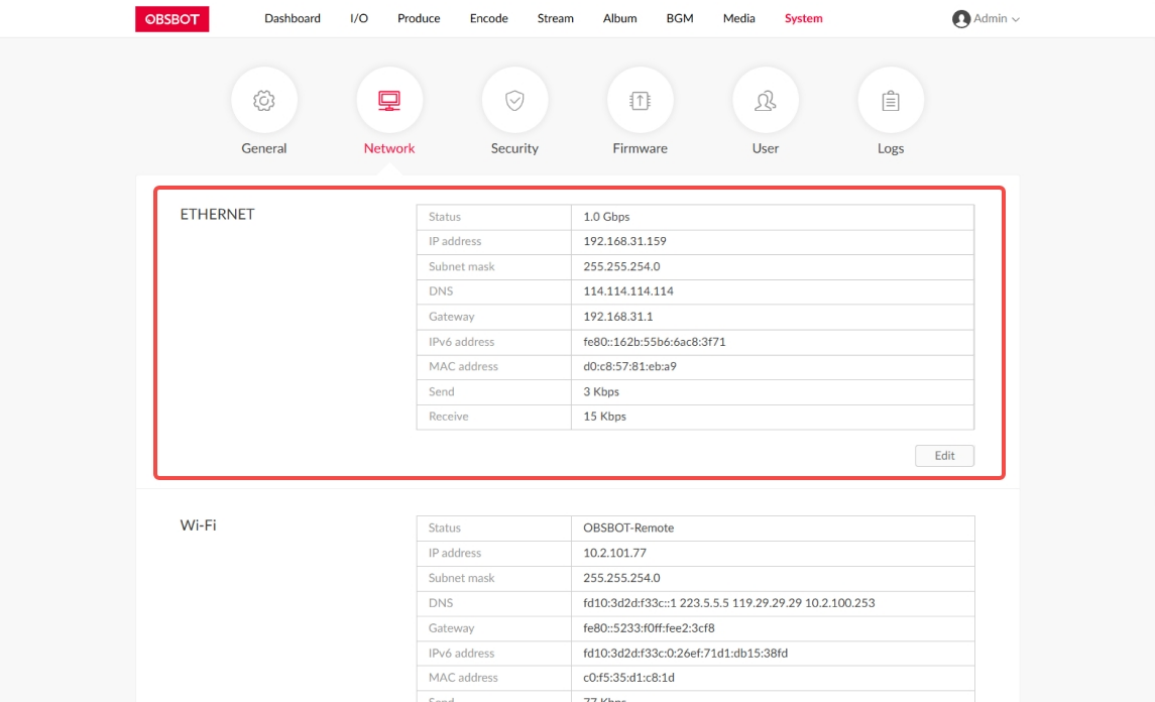


Set Time Manually

You can also manually calibrate your system time.

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > General**.
3. In the **DATE & TIME** area, disable **Set Time Automatically**.
4. Set **Date** and **Time**, and click **Apply**.
Select data and time from the drop-down list boxes.
5. Click **Apply**.

Make sure you click this button after configuring. Otherwise, your configuration will become invalid.



Configure Network

After connected to a network, the OBSBOT Talent 2 can add IP sources as scenes and stream to destinations.

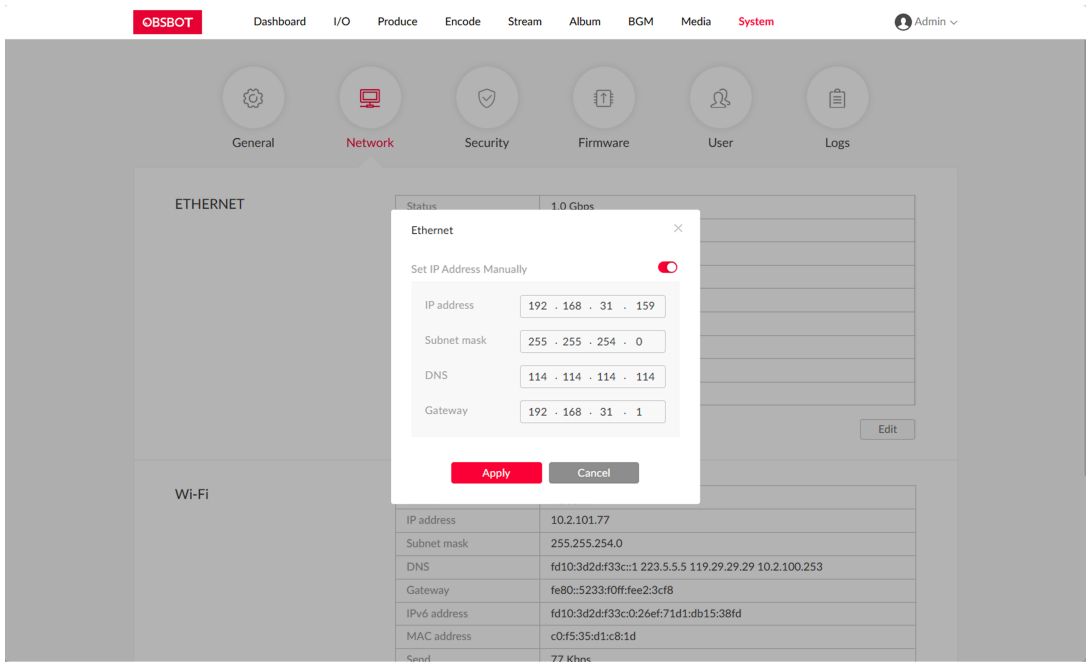
Configure Ethernet

View Network Information

After the OBSBOT Talent 2 connects to an Ethernet network through the ETHERNET port, you can view the following Ethernet connection information in the **ETHERNET** area on the **Network** page.

1. [Log in to the Web UI as the Admin user.](#)
2. Choose **System > Network**.
3. In the **ETHERNET** area, view Ethernet connection information.
 - **Status:** Ethernet connection status
 - **Down:** The network port is down.
 - **Disconnected:** No network is connected.
 - 10 Mbps, 100 Mbps, 1.0 Gbps, 2.5 Gbps, 5 Gbps, 10 Gbps: Ethernet connection speed
 - **IP Address:** IP address of the OBSBOT Talent 2
 - **Subnet Mask:** a 32-bit mask that divides an IP address into two parts, network address and host address
 - **DNS:** the current DNS
 - **Gateway:** IP address of the gateway, which connects different networks
 - **IPv6 address:** the current IPv6 address

- **MAC address:** MAC address of the current network adapter
- **Send:** data sending speed of OBSBOT Talent 2
- **Receive:** data receiving speed of OBSBOT Talent 2



Configure a Static IP Address for Ethernet

OBSBOT Talent 2 uses a DHCP-assigned IP address by default, which can effectively avoid IP address conflict, but can also result in constant IP address changes.

If no DHCP service is available in a network, you can manually set a static IP address for OBSBOT Talent 2 . The static IP address will remain unchanged. However, you must make sure that this IP address is not used by any other device on the same network.

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > Network**.
3. In the **ETHERNET** area, click **Edit**.
4. On the displayed window, enable **Set IP Address Manually**, and set **IP Address**, **Subnet mask**, **DNS** and **Gateway**.

The current network settings are used by default.

To change back to using the DHCP service to obtain an IP address, disable **Set IP Address Manually** and click **Apply**. The parameters in the dialog box will be restored to their defaults.

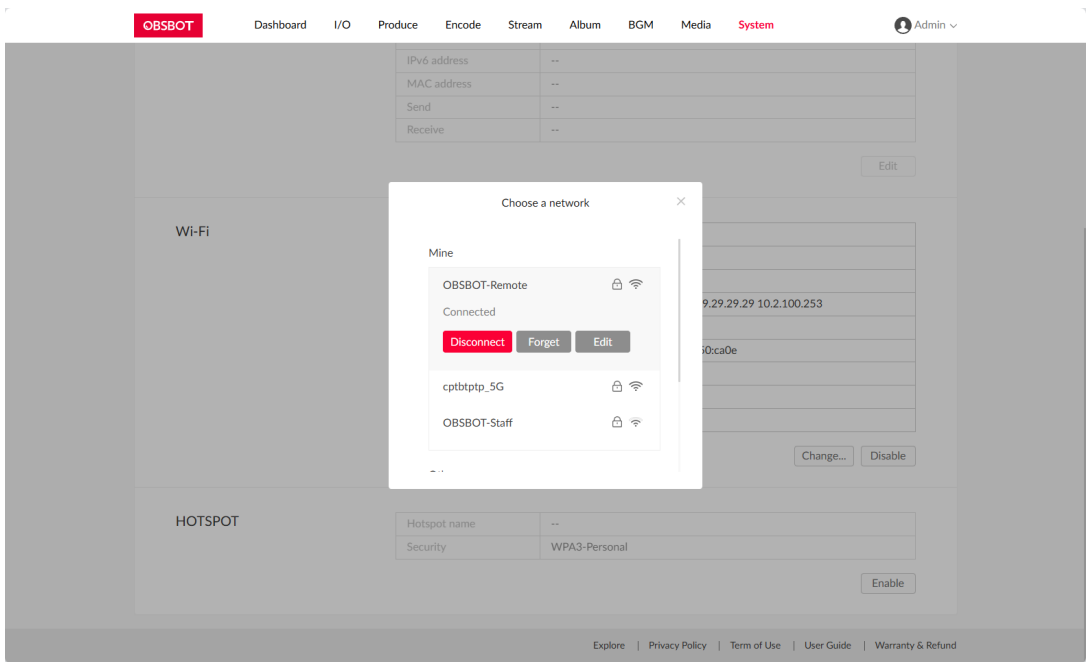
5. Click **Apply**.

If you are currently accessing the Web UI using an Ethernet IP address, since the original IP address can no longer be used for access, the device will log you out.

- 6. In the address bar of a browser, enter the new IP address to ensure it can be used to access the OBSBOT Talent 2 .

Configure Wi-Fi

On the Web UI, you can configure the Wi-Fi connection for OBSBOT Talent 2 .



Connect to a Wi-Fi Network

- 1. Log in to the Web UI as the Admin user.
- 2. Choose **System** > **Network**.
- 3. In the **Wi-Fi** area, click **Enable**, and then click **Connect....**
A list of available Wi-Fi networks are displayed.
 - **Mine:** lists all networks that has been connected previously. The currently connected network will display at the top.
 - **Others:** lists other available networks.
A lock icon indicates that the network requires a password to connect.
The Wi-Fi icon indicates the network connection strength.
- 4. In the Wi-Fi list, click a network and click **Connect**. If a network requires a password, you need to first enter the password.
The connected network will be shown in the **Mine** area. You can:
 - Click **Disconnect** to disconnect from the network.
The next time you connect to the network that requires password, you no

longer need to enter the password.

- Click **Forget** to forget the network.
After this, the network will be removed from the **Mine** list. If the network requires password, next time you will need to enter a password when connecting to it.
- Click **Edit** to set IP address manually. For details, refer to [Configuring a Static IP Address for Wi-Fi](#).

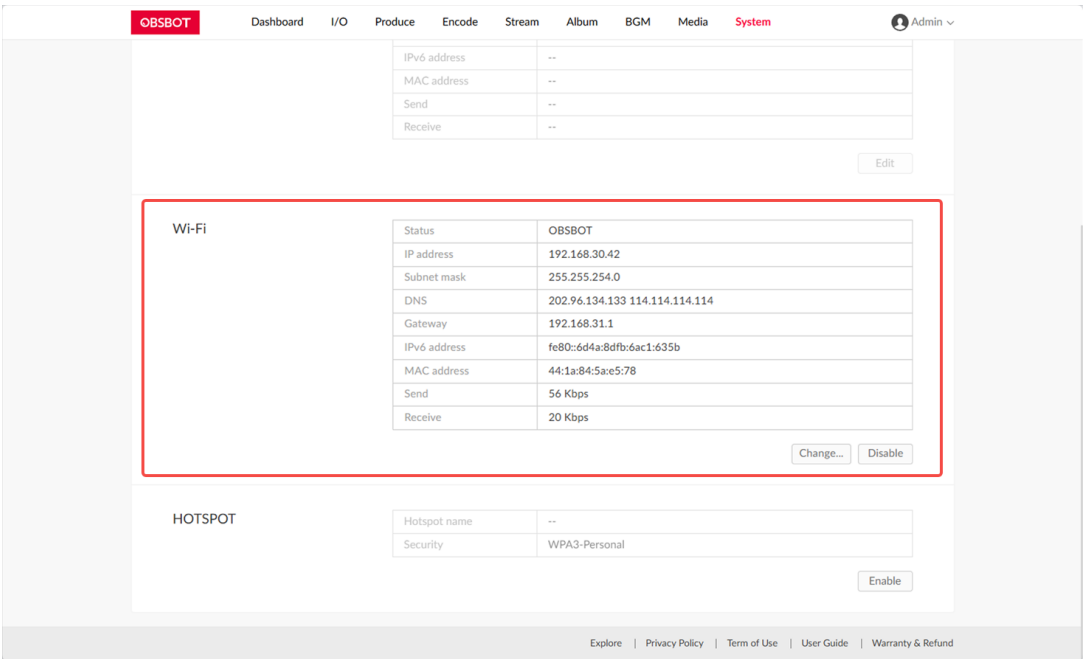
After you disconnect or forget one network, the device will automatically connect another network in the **Mine** area.

5. Click the close button at the upper right corner.
The **Wi-Fi** area will show the current Wi-Fi connection information.
6. To change to another Wi-Fi, click **Change....**

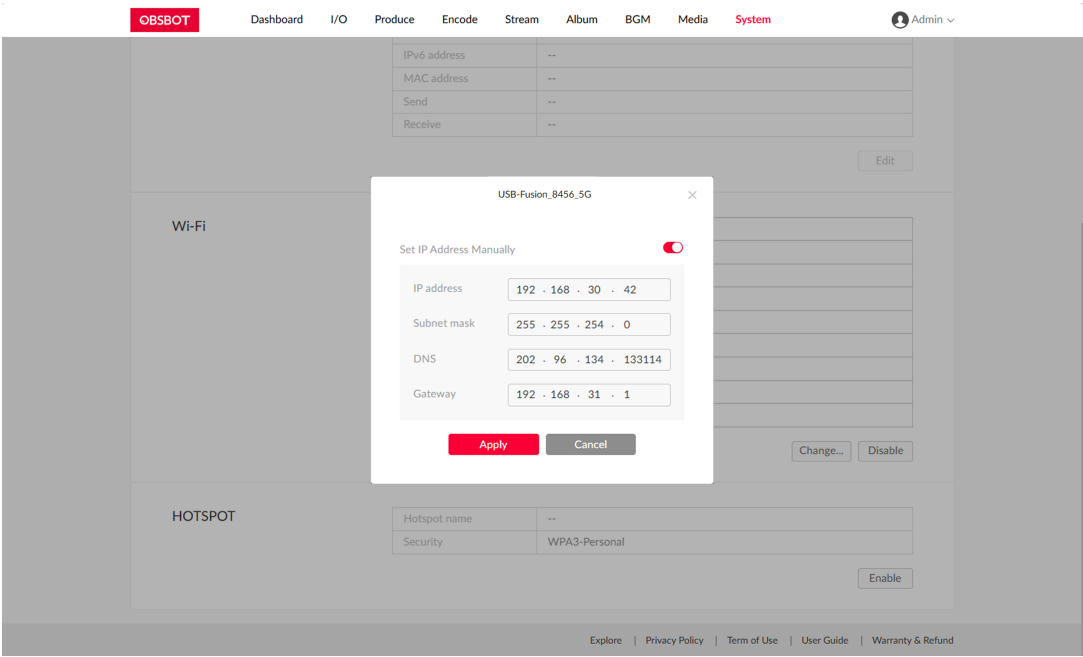
View Wi-Fi Connection Information

You can view the Wi-Fi connection information in the **Wi-Fi** area.

1. [Log in to the Web UI as the Admin user.](#)
2. Choose **System > Network**.
3. In the **Wi-Fi** area, view Wi-Fi connection information:
 - **Status:** Wi-Fi connection status
 - **Down:** The network port is down.
 - **Disconnected:** No network is connected.
 - *Network name:* Name of the connected network
 - **IP Address:** IP address of OBSBOT Talent 2



- **Subnet Mask:** a 32-bit mask that divides an IP address into two parts, network address and host address
- **DNS:** the current DNS
- **Gateway:** IP address of the gateway, which connects different networks
- **IPv6 address:** the current IPv6 address
- **MAC address:** MAC address of the current network adapter
- **Send:** data sending speed of OBSBOT Talent 2
- **Receive:** data receiving speed of OBSBOT Talent 2



Configure a Static IP Address for Wi-Fi

OBSBOT Talent 2 uses an DHCP-assigned IP address by default, which can effectively avoid IP address conflict, but can also result in constant IP address changes.

If no DHCP service is available in a network, you can manually set a static IP address for OBSBOT Talent 2 . The static IP address will remain unchanged. However, you must make sure that this IP address is not used by any other device on the same network.

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > Network**.
3. In the **Wi-Fi** area, click **Change....**
4. Click **Edit** in the **Mine** area.
5. On the displayed window, enable **Set IP Address Manually**, and set **IP Address, Subnet mask, DNS** and **Gateway**.

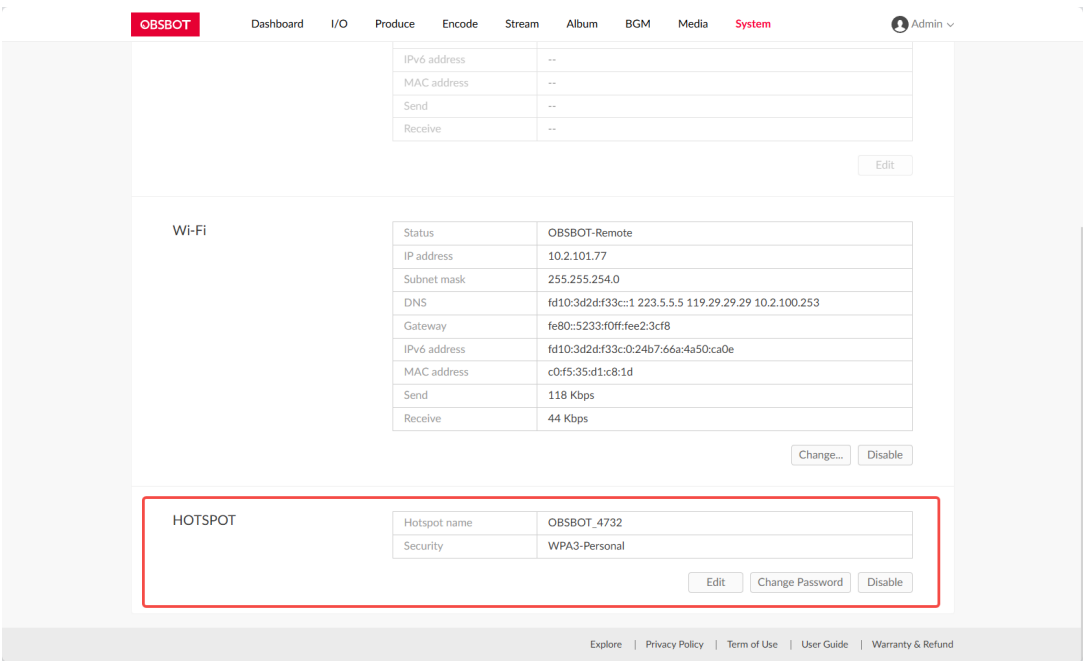
The current network settings are used by default.

To change back to using the DHCP service to obtain an IP address, disable **Set IP Address Manually** and click **Apply**. The parameters in the dialog box will be restored to their defaults.

6. Click **Apply**.

If you are currently accessing the Web UI using a Wi-Fi IP address, since the original IP address can no longer be used for access, the device will log you out.

7. In the address bar of a browser, enter the new IP address to ensure it can be used to access the OBSBOT Talent 2 .



Configure Hotspot

OBSBOT Talent 2 can serve as a hotspot, which can be configured on the Web UI.

Enable Hotspot

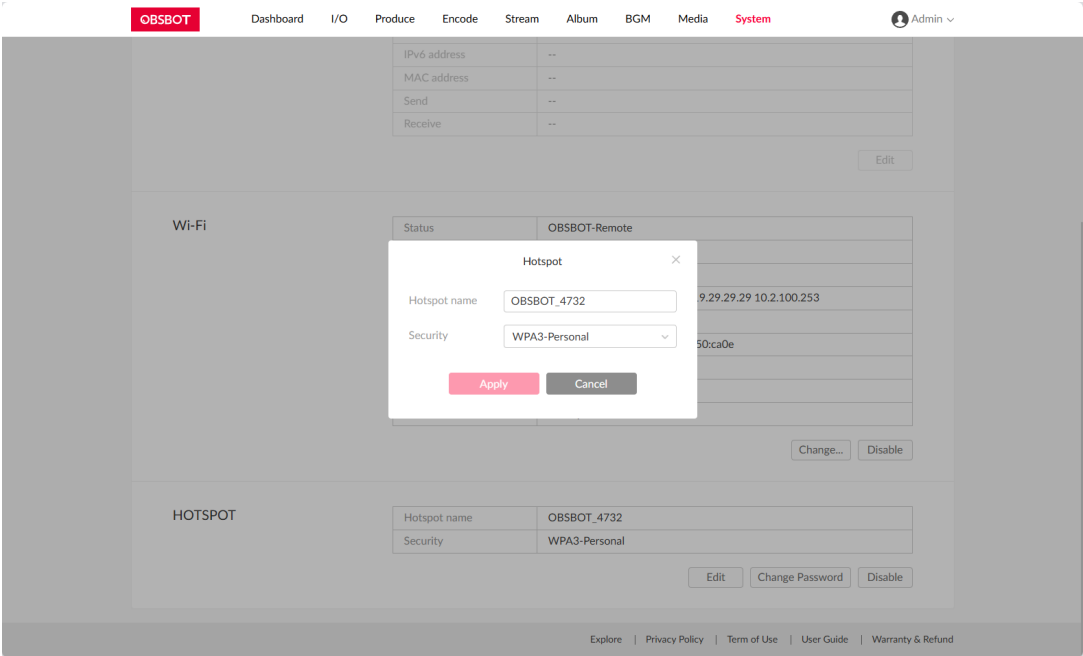
1. **Log in to the Web UI as the Admin user.**
2. Choose **System > Network**.
3. Click **Enable** in the **HOTSPOT** area.
4. To disable hotspot, click **Disable**.

View Hotspot Information

After hotspot is enabled, you can view its information.

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > Network**.

3. View hotspot information in the **HOTSPOT** area.
 - **Hotspot name:** the unique name that identifies your OBSBOT Talent 2 's hotspot network. It is what appears when you search for available networks on your device.
 - **Security:** the measures taken to safeguard the connection between your device and the hotspot network. It ensures that your data transmission remains confidential and protected from unauthorized access.
 - **WPA3-Personal:** Latest and most secure encryption, best for newer devices, strong anti-cracking. Other devices need a password to access the hotspot.
 - **WPA2/WPA3-Personal:** Compatibility mode, works with both new and old devices, balances security and compatibility. Other devices need a password to access the hotspot.
 - **WPA2-Personal:** Universal encryption, best compatibility, works with all common devices. Other devices need a password to access the hotspot.
 - **No authentication:** Other devices can access the hotspot freely, no password required.



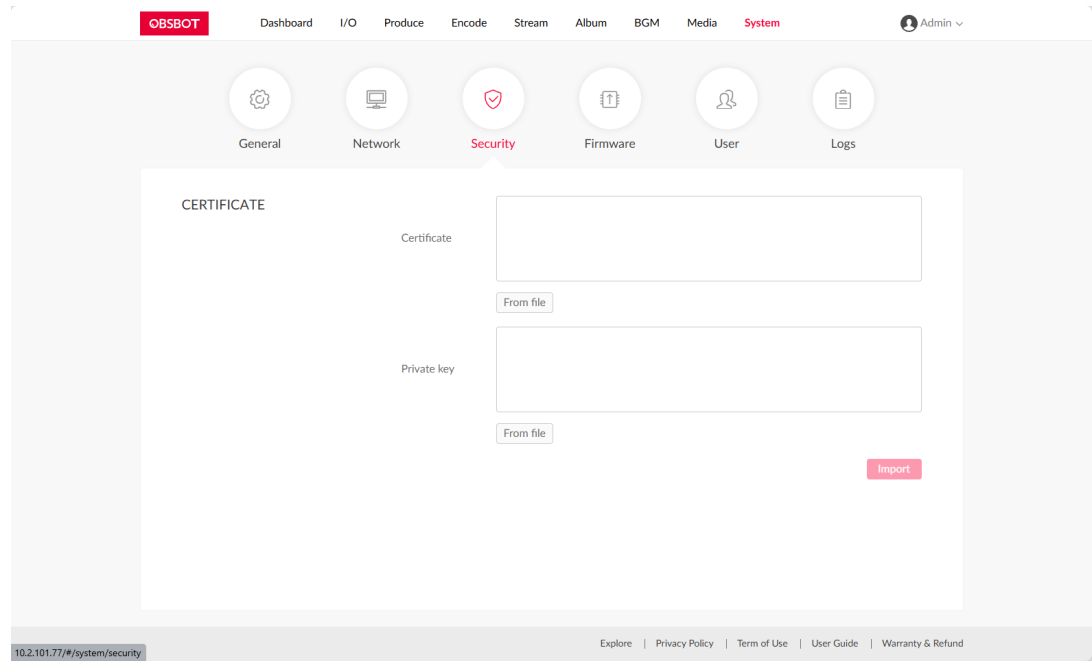
Edit Hotspot

1. Log in to the Web UI as the Admin user.
2. Choose **System** > **Network**.
3. Click **Edit** in the **HOTSPOT** area.
4. Enter a hotspot name.
5. Select the security mode. You can change the password.
6. Click **Apply**.

Change Hotspot Password

When you set the hotspot security to WPA3-Personal, WPA2/WPA3-Personal, or WPA2-Personal, a password is required for accessing the hotspot network. You can change the default password.

1. Log in to the Web UI as the Admin user.
2. Choose **System** > **Network**.
3. Click **Change Password** in the **HOTSPOT** area.
4. In the displayed window, enter a password, and confirm the password.
The password is case sensitive, ranging from 1 to 32 characters consisting of A-Z, a-z, 0-9, and special characters _-~!@#\$\$%^&*~+=
5. Click **OK**.
The password will take effect immediately.



Enable HTTPS

By default, you can log into the Web UI via HTTP. You can also enable HTTPS.

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > Security**.
3. Add HTTPS certificate.
 - i. Click **From file** of **Certificate** and select the certificate file.
 - ii. Click **From file** of **Private Key** and select the private key file.
 - iii. Click **Import**. The certificate information will be displayed on the page.
4. Click **Enable** and reboot the device to make the configuration take effect.
5. Enter the IP address prefixed with https:// into your browser, revisit the Web UI, and log in.
6. To change the certificate, click **Change** to re-import.
7. To delete the certificate, click **Delete**, and then reboot the device to make the configuration taking effect.
8. To disable HTTPS login, click **Disable**, and then reboot the device to make the configuration taking effect.

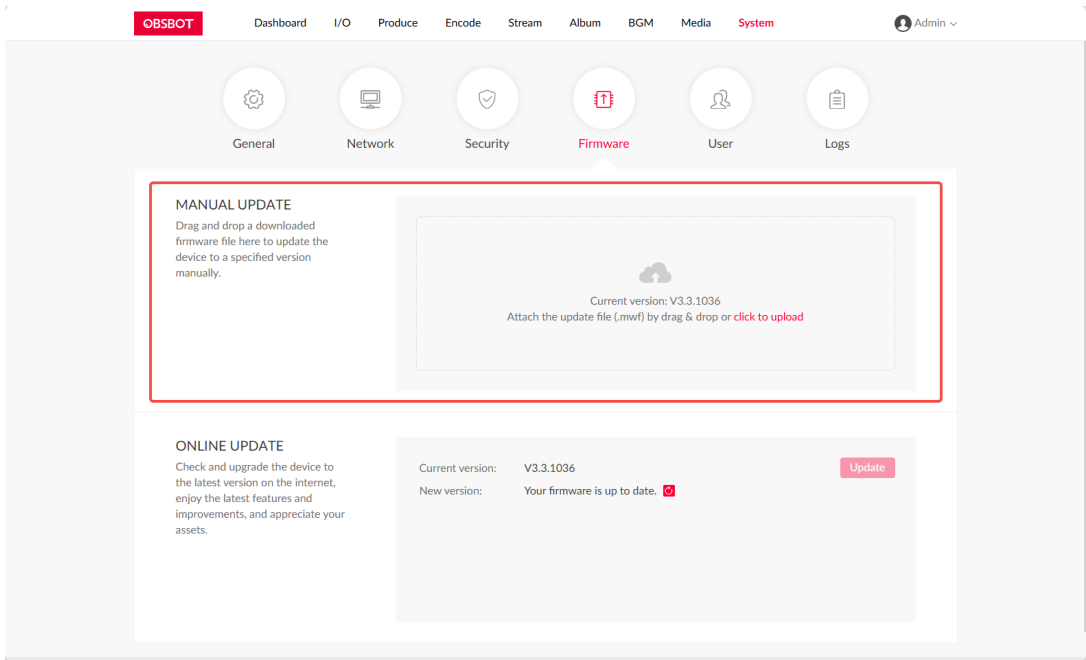
Update Firmware

Both manual update and online update are supported. Manual update allows you to import any version while online update automatically updates to the latest version.

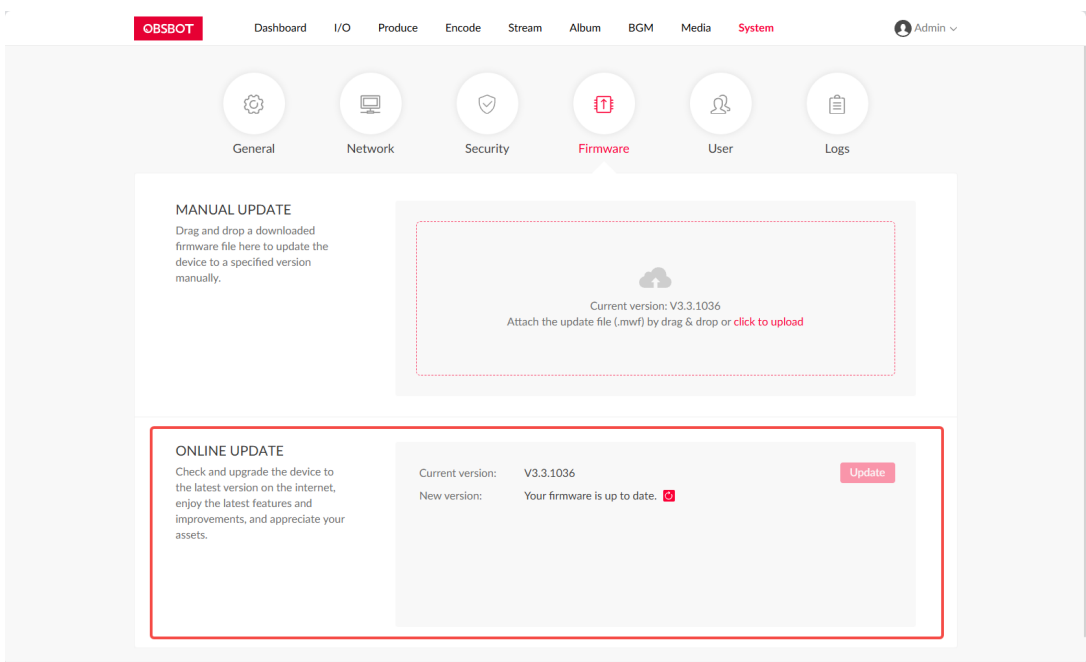
Manually Update Firmware

Before updating, download the firmware from the official website to your local computer.

1. **Log in to the Web UI as the Admin user.**
2. **Choose System > Firmware.**
In the **MANUAL UPDATE** area, you can view the current firmware version.
3. In the **MANUAL UPDATE** area, click **click to upload** in the file upload box to select the firmware file stored locally and upload.
You can also drag the firmware file to the file upload box.
The device will automatically verify if the update file is valid. If yes, the device then loads the file.
4. In the **Manual Update** window, click **Update**.
 - The update consists of operations including erasing and writing, so you need to wait for a while.
 - While updating, do not shut down/reboot the device, or disconnect from the network.
 - If the update is interrupted due to unexpected exceptions (such as power outage or network disconnection), the firmware will roll back to the factory version, and you need to update the firmware again.



- When the update is completed, click **Reboot**.
The reboot will automatically disconnect from and then connect to the network. When the reboot is completed, you will be directed to the Web UI login page.
- Log in to the Web UI again and check **Software** in the **Version** area on the **Dashboard** page.
The software version should be the one you just updated to.



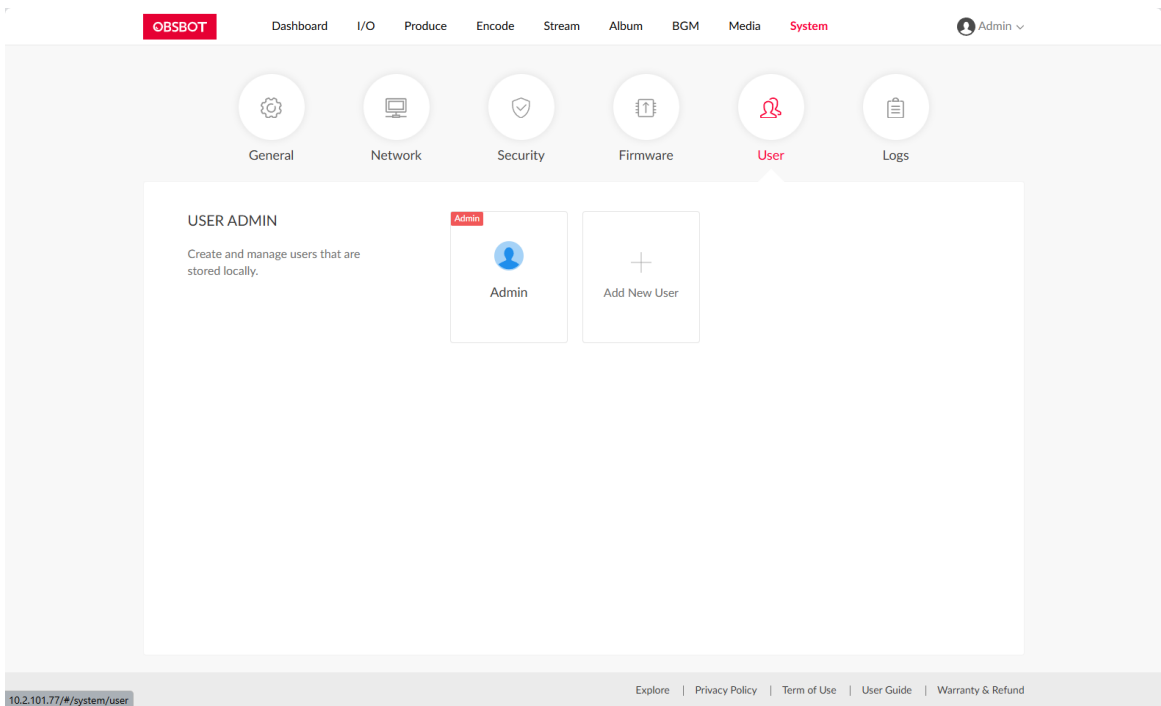
Update Firmware Online

- Log in to the Web UI as the Admin user.
- Choose **System > Firmware**.
- In the **ONLINE UPDATE** area, check if any update is available.
You can click the update icon  next to **New version** to refresh.
- If update is available, click the **Update** button.
 - The update consists of operations including erasing and writing, so you need to wait for a while.
 - While updating, do not shut down/reboot the device, or disconnect from the network.
 - If the update is interrupted due to unexpected exceptions (such as power outage or network disconnection), the firmware will roll back to the factory version, and you need to update the firmware again.
- When the update is completed, click **Reboot**.
The reboot will automatically disconnect from and then connect to the network. When the reboot is completed, you will be directed to the Web UI login page.

6. Log in to the Web UI again and check **Software** in the **Version** area on the **Dashboard** page.

The software version should be the one you just updated to.

Online update does not support version rollback. If you need to roll back, use manual update.



Manage Users

OBSBOT Talent 2 has a preset Admin user that cannot be deleted. The Admin user can create and manage users for the current OBSBOT Talent 2 .

Create Users

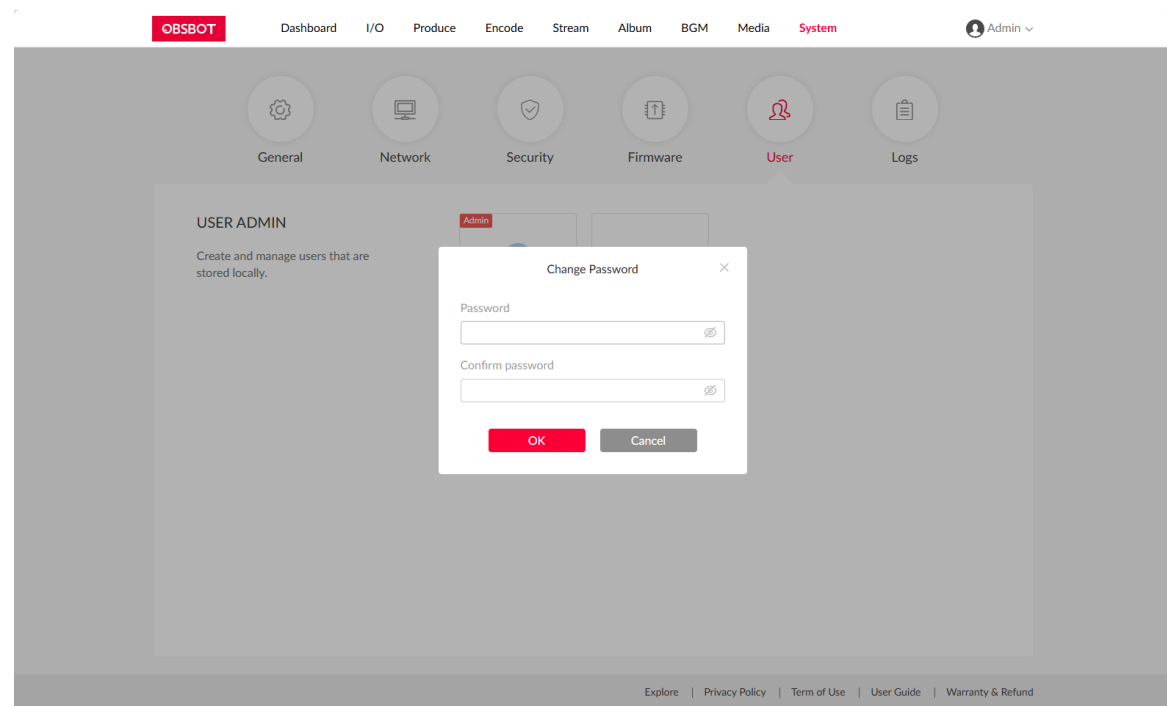
Multiple users can access the same device for monitoring or other operations.

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > User**.
3. On the **User** tab page, click the **Add New User** button.
4. Enter the user name and password, and confirm the password.
 - The user name is case sensitive, ranging from 3 to 12 characters consisting of A-Z, a-z, 0-9 and underscores (_).
 - The password is case sensitive, ranging from 1 to 32 characters consisting of A-Z, a-z, 0-9, and special characters _-~!@#\$%^&*~+=
5. Click **OK**.

Delete Users

1. **Log in to the Web UI as the Admin user.**
2. Choose **System > User**.
3. On the **User** tab page, move the mouse to a user and click the **X** icon at the upper right corner.

The **Admin** user cannot be deleted.
4. In the displayed dialog box, click **Yes**.



Reset the Password

1. Log in to the Web UI as the Admin user.

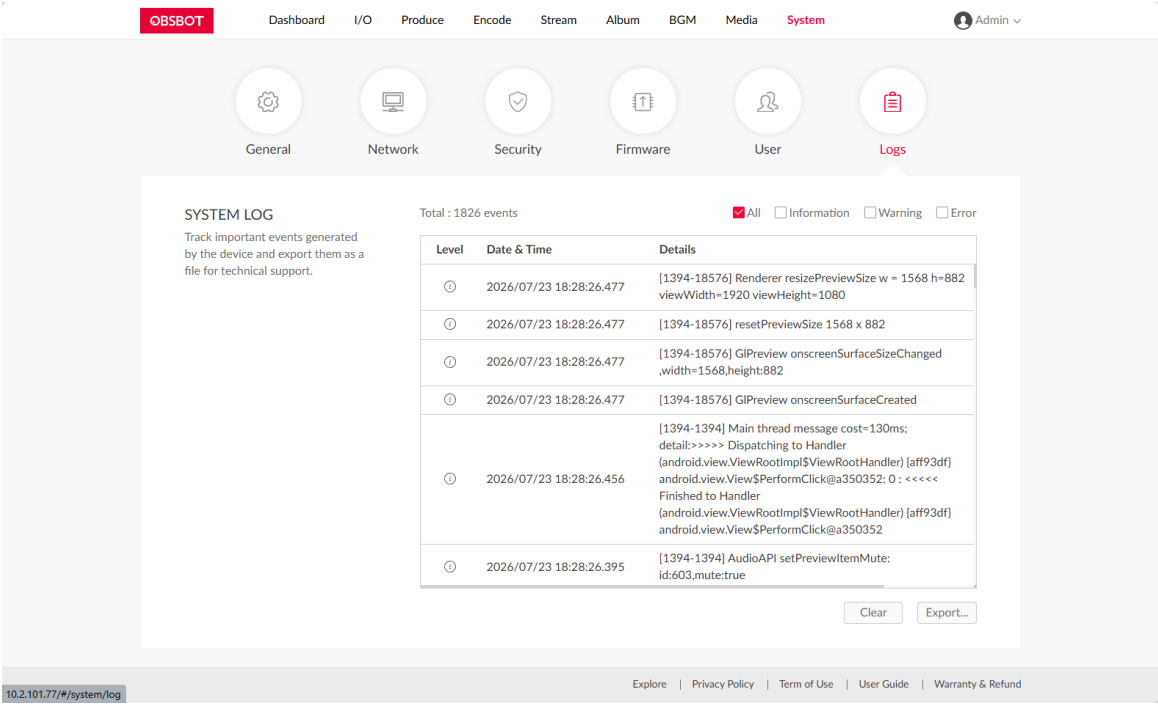
If you need to reset the password of the Admin user, you need to reset the device to restore to the default Admin account. For details, please refer to *User Manual for OBSBOT Talent 2*.

2. Choose **System > User**.
3. On the **User** tab page, move the mouse to a user and click **Set password**.
4. In the displayed window, enter the new password, and confirm the new password.

The password is case sensitive, ranging from 1 to 32 characters consisting of A-Z, a-z, 0-9, and special characters _~!@#\$%^&*~+=

5. Click **Yes**.

The new password will take effect immediately.



Manage Logs

When you need support service, providing logs to support engineers can often help troubleshooting your problem. Only the Admin user can export logs.

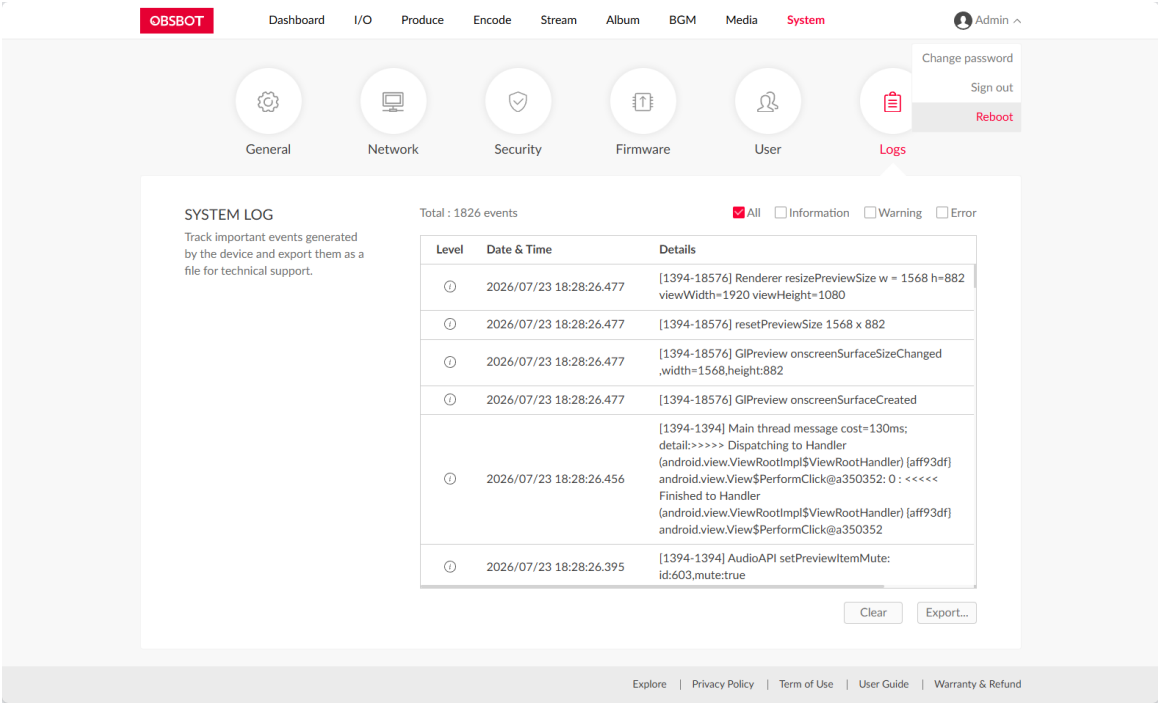
1. **Log in to the Web UI as the Admin user.**
2. Choose **System > Logs**.
3. (Optional) In the **SYSTEM LOG** area, filter logs.

By default, all logs are displayed in the table. Check the following boxes to display corresponding logs:

- **All:** Check to display all logs.
- **Information:** Check to display information logs. This log level records user operations and system events, such as login and signal locking.
- **Warning:** Check to display warning logs. This log level records system exceptions, such as Ethernet disconnection, and signal not locked.
- **Error:** Check to display error logs. This log level records serious system errors, such as device initiation failure.

The total number of logs is also displayed above the log list.

4. (Optional) Click **Export...** to export a log file in .html format.
In the displayed window, click **Export**.
5. (Optional) Click **Clear** to remove all logs.
In the displayed window, click **Yes**.



Reboot Device

When the OBSBOT Talent 2 cannot run properly, you can reboot the device for troubleshooting.

⚠ Rebooting will not make the current device settings invalid.

1. Log in to the Web UI as the Admin user.
 2. At the upper right corner of the Web UI, click the user name, and click **Reboot**.
 3. In the displayed window, click **Reboot**.
- The reboot will automatically disconnect from and then connect to the network. When the reboot is completed, you will be directed to the Web UI login page.

FAQ

How to start a stream scheduled later for YouTube

When streaming to YouTube, you may need to preview the stream at first and then go live as scheduled. You can follow the guide below.

1. Create a channel in your YouTube studio, and set the schedule.
2. Ensure that you have **NOT** enabled Auto-start.
3. Tap the **Stream** tab to open the stream server list, and start configuring YouTube.
4. When configuring **Post To**, select the channel you have created in Step 1.
5. Save your configurations.
6. Start streaming to YouTube.
7. On the popup window, select **Only Preview** to preview the stream at first.
8. In Live Control Room of YouTube, wait for the stream preview to show up, and then click **Go live**.

If you select **Go Live** in step 7, it streams to YouTube and goes live at once.

Besides, when you stop streaming, usually it ends live at once. If you want to pause streaming and keep live, you can refer the following steps.

1. Go to your YouTube studio.
2. Ensure that you have **NOT** enabled Auto-stop.
3. Tap the **Stream** tab to open the stream server list, and stop streaming to YouTube.
4. On the popup window, select **Pause Streaming** to pause stream but keep live. You can use the **END STREAM** button in Live Control Room of YouTube to end live.

If you select **End Live**, it stops streaming to YouTube and ends live at once.

Why can't I log in to my YouTube account?

When you try to log in to your YouTube account, your login may fail with a message indicating that your account is not enabled for live streaming. In this case, you need to go to YouTube to enable live streaming for your account.

1. Log in to [YouTube](#) on your computer.
2. At the upper right corner on the YouTube home page, click  > Go live.
3. If you haven't, follow the prompts to verify your account.

You will be prompted to enter your country and phone number.

After your account is verified, it takes 24 hours to activate your account for live streaming.

Once live streaming is activated, you can then successfully log in to your YouTube account and stream to YouTube.

For other information such as what you can stream to YouTube, you can go to the [YouTube official website](#).

It does not show live comments from Twitch?

The live comments from Twitch are obtained via SDK. Twitch's SDK does not support binding network card, that is, it does not support setting network priority.

When the device is connected with multiple networks, to use one preferred network for streaming to Twitch while viewing live comments at the same time, please ensure that all these networks can access the official website of Twitch.

It does not show live comments from Facebook?

To show live comments from Facebook, you need to share your content to Public audience. You can refer to [Choose who can see your post on Facebook](#).

Support

Get the Latest Information

If you have any problems using OBSBOT products or need more technical information, please visit the official website www.obsbot.com for product introduction, user manual, and more.

Glossary and Abbreviations

AES

Advanced Encryption Standard (AES) is a specification for the encryption of electronic data.

FTB

Fade to black. FTB allows your show to slowly disappear into a black, usually indicating the end of a scene or show.

GFX

Graphic overlays. Graphics overlay are text and graphics that are displayed in a stream over the actual content (such as game or video) during a live stream.

RTMP

RTMP stands for "Real-Time Messaging Protocol". It is an efficient way to transmit large chunks of audio, video, and data from a server to the Internet via an encoder. Most live video streaming relies on RTMP to deliver smooth, real-time playback.

SRT

SRT stands for "Secure Reliable Transport". It is an open source video transport protocol that utilizes the UDP transport protocol. It supports packet recovery while maintaining low latency. SRT also supports encryption using AES.