



Using the Remote Desktop Client for macOS



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In Livestream Studio, you have the option of using an Apple Mac OS X/macOS desktop system as a remote camera source.

Installing the Remote Client

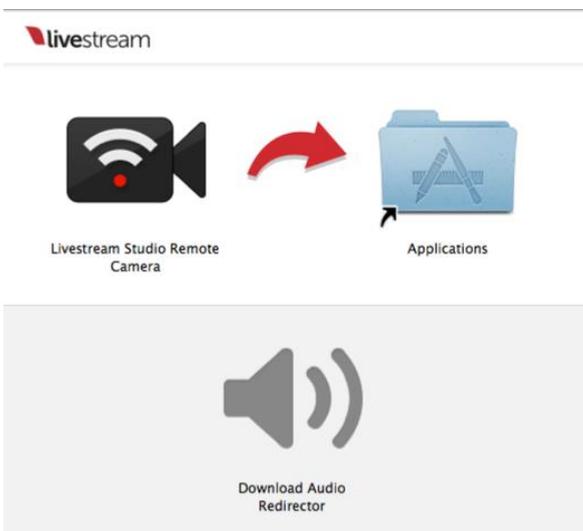
If you haven't already done so, install the Livestream Studio Remote Camera client on the computer you're planning to use as the remote system.

[Download the small Livestream Studio Remote Camera program](#)

Double-click the Livestream Studio Remote Camera.dmg file in your Finder to start the installer.



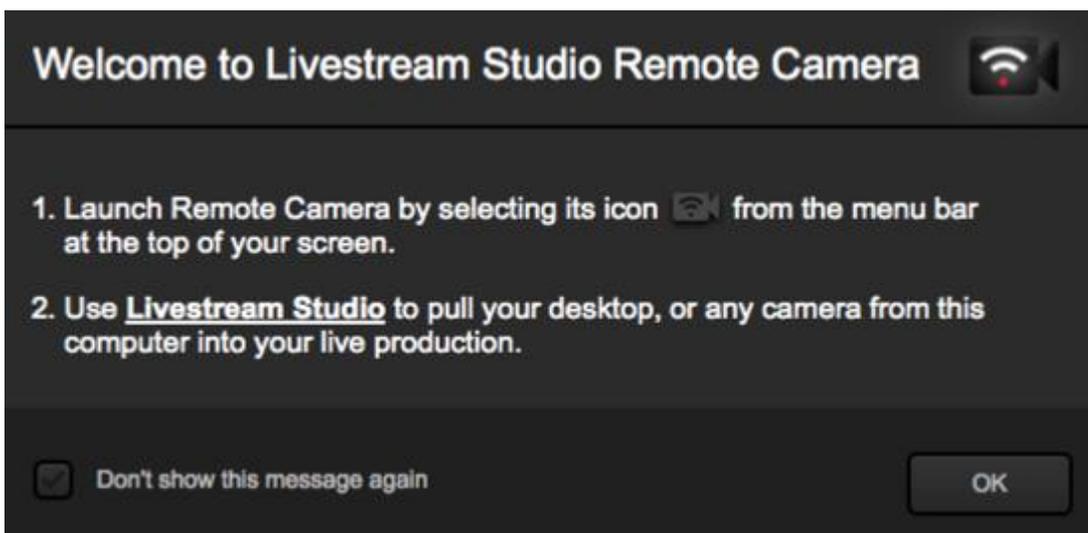
Drag the Livestream Studio Remote Camera into the Applications folder.



Go to the applications folder and double click on Livestream Studio Remote Camera to open the application.

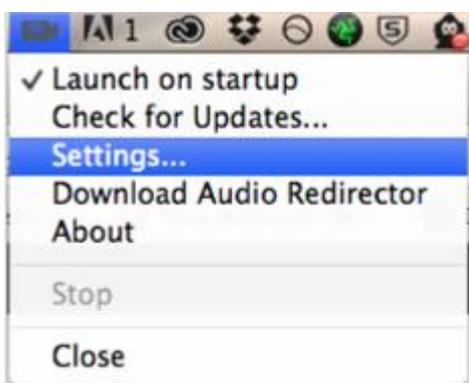


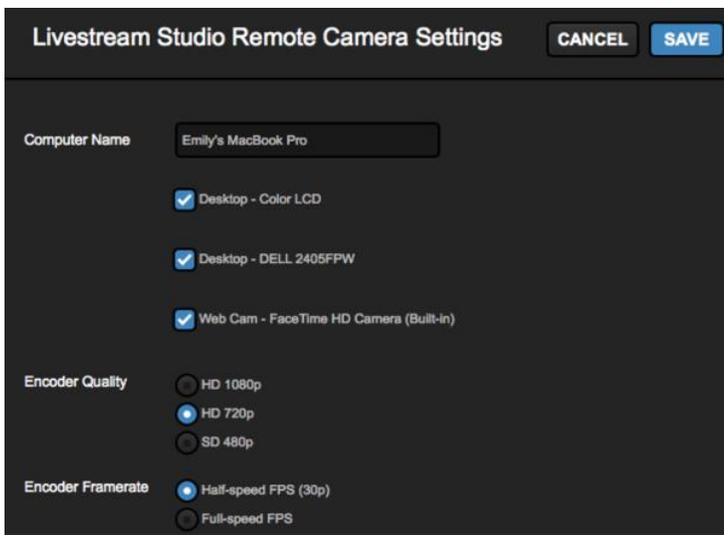
You will see this window pop up indicating that the remote camera icon will appear in your menu bar at the top of your screen. You can choose to prevent the message from appearing again.



Make sure the remote system is on the same network as your Livestream Studio™ system. It will run in the background until you close it. You can close it by clicking on the icon in the menu bar and clicking '**Close**.'

When the Remote Client is running, you can click the icon and click '**Settings**' to make further adjustments to your remote camera source.





Computer Name: The name that will appear in the remote camera module for your remote camera source.

Checked sources will be available to use from this system as a remote camera source. Uncheck any sources you do not want to use.

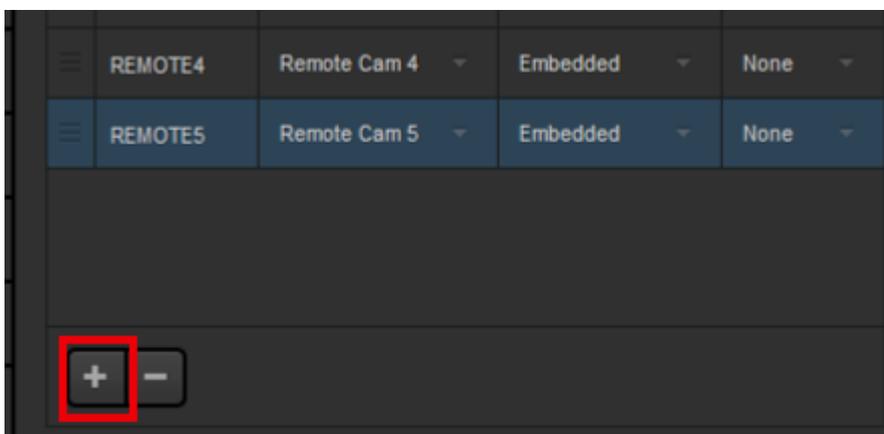
Encoder Quality: The resolution you want the video to stream at over your network to Livestream Studio. Slower CPU's should use a lower resolution.

Encoder Framerate: The frame rate you want the video to stream at over your network to Livestream Studio. Slower CPU's should use 'half-speed FPS (30p).'

Adding and Configuring a Remote Source in Livestream Studio:

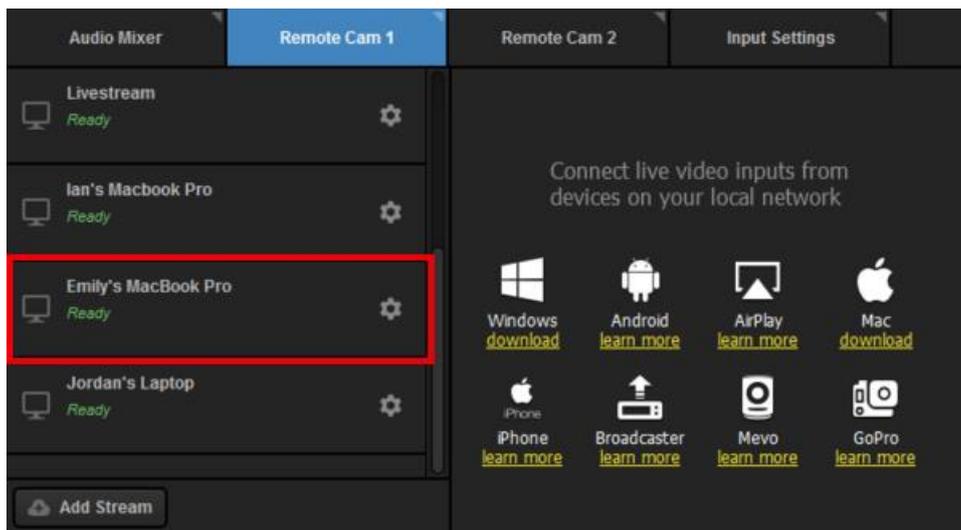
Once the client is installed on the remote system and is running, you can use it as a source in Livestream Studio.

Make sure to add a **Remote Camera** as an input within the **Inputs** section of the Livestream Studio settings and click save at the top.

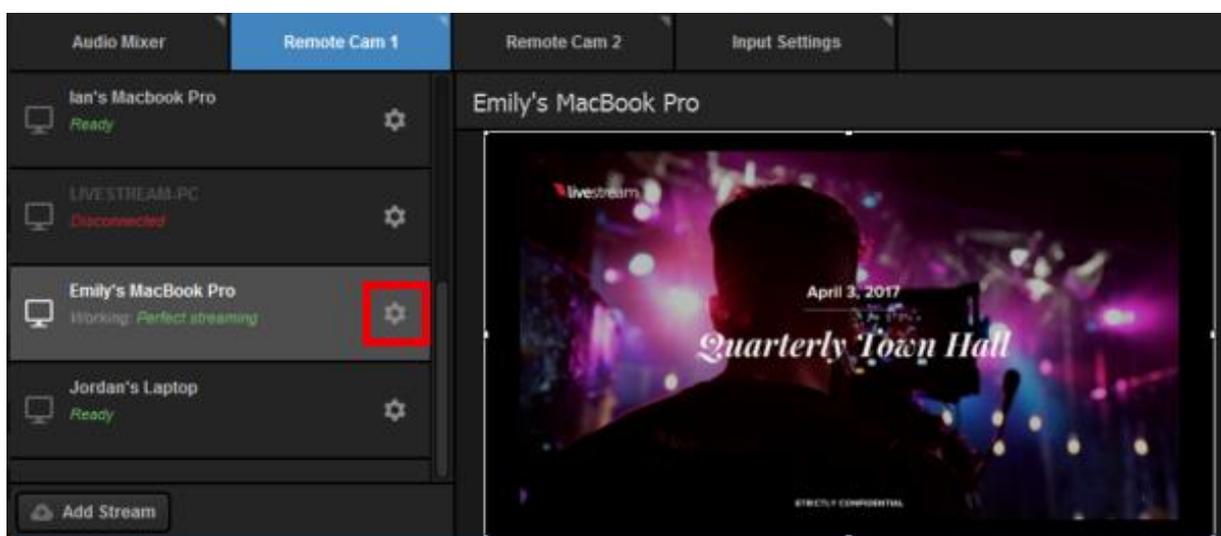


On the bottom left of the Studio interface, you should now see a tab labeled Remote Cam 1. Click on that to reveal a list of available options.

If Studio can find the remote system over your local network connection, you should see it come up as an option on the left side.

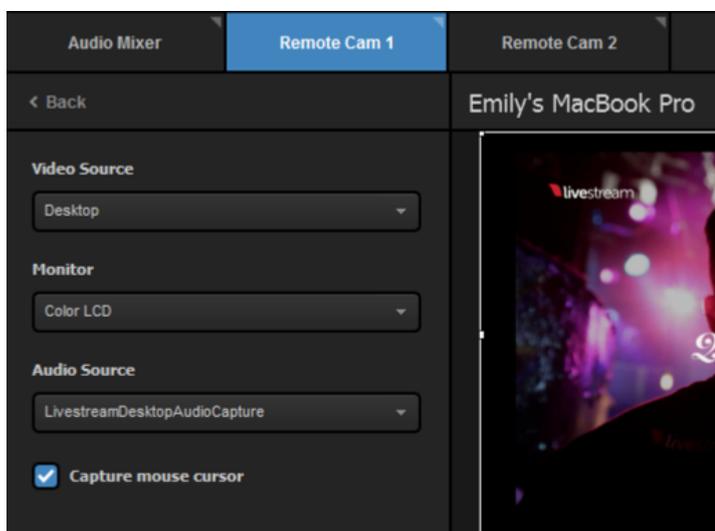


Select your Mac computer to activate it in Studio. It will appear on the right side of the module.



Additional Options:

Click the gear wheel next to the remote camera source in the list to access further settings.



Video Source: The remote client has the ability to use either the system's desktop, an attached webcam, or an installed Blackmagic capture device as a video source. Use the dropdown menu to select which one you want to use.

Monitor: If you select 'Desktop' as the video source and the remote system has multiple displays, you can configure which display you would like to use as a source by selecting it from the drop-down menu.

Capture Mouse Cursor: Unselect this option if you would not like to see the mouse cursor on the remote system.

Capture Device: If you select a Blackmagic Capture Device or a webcam as your video source and have more than one installed on your system, choose which one you want to use.

Audio Source: You also have the option of selecting from any of your available audio devices. The default is the standard system audio output.

Troubleshooting:

If you are not seeing any options on the list within the Remote Cam tabs, please check the following:

Make sure the remote system is on the same network, connected to the same Router or Access Point as your Studio system.

If the system is on the same network but using a different access point, the Remote Camera will not properly connect.

Check that the following ports are open if you use a Firewall:

UDP: 5353, 60936 – 61036

TCP: 60936 – 61036

Check that Bonjour Service is enabled on the Studio system.