

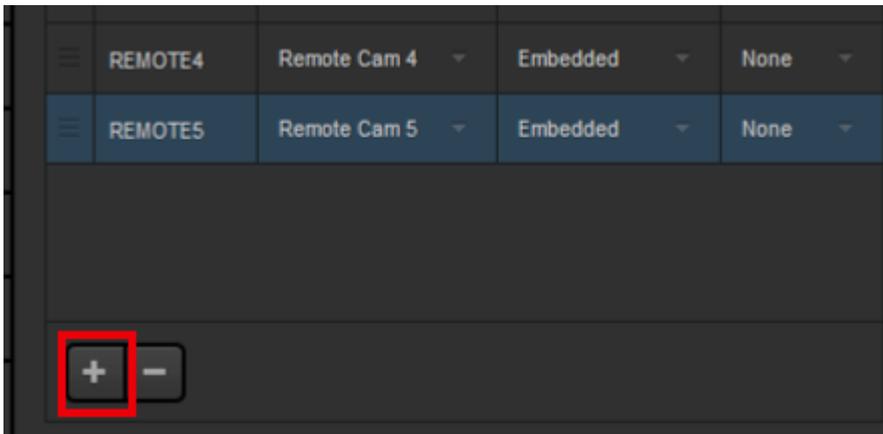
Using the Remote Desktop Client for Windows



Emily

In Livestream Studio, you have the option of using a Windows desktop system as a remote camera source by connecting it to Studio over your local network connection. This is great for adding a slideshow presentation into your production.

Before configuring any remote camera settings, be sure to add the necessary amount of remote camera modules to your project by going to **Settings: Inputs** and adding remote cameras. You can have up to 10 remote cameras in your multi-view

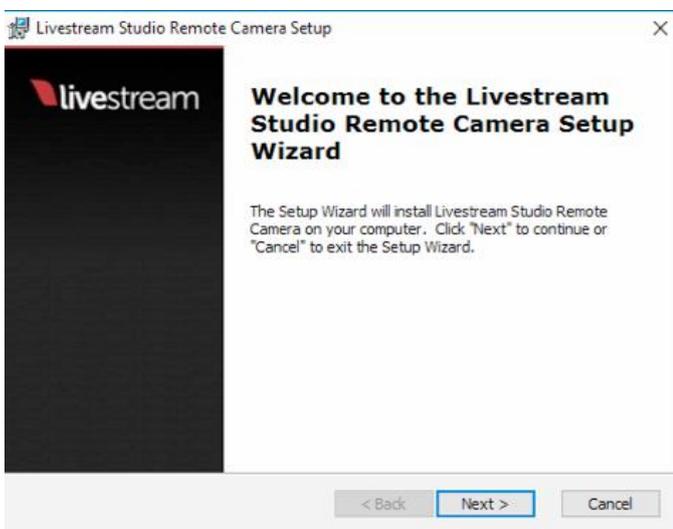


Installing & Configuring the Remote Client

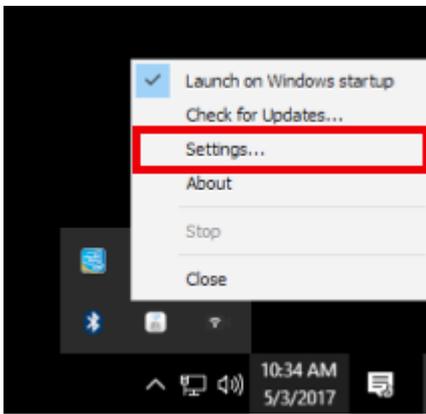
First, be sure to connect your remote Windows computer to the same network to which the computer running Livestream Studio is connected.

[Download the Remote Desktop Client onto your Windows computer here](#)

Open the downloaded file and follow the on-screen steps to run the installation wizard, then click **Finish**.

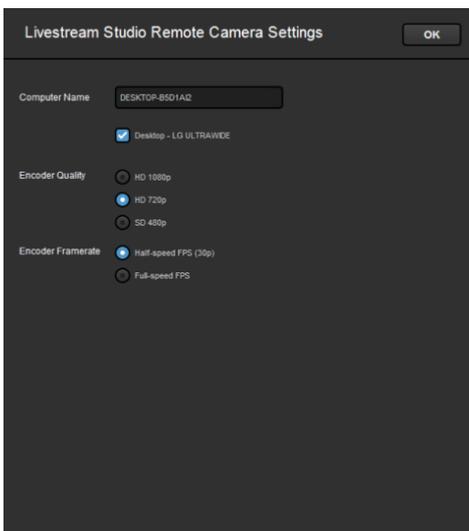


Remote Camera will launch in the background of your PC. Right-click on the icon in the bottom toolbar and click **Settings**.



Here you can adjust your remote camera's name as well as set which video and audio signals are visible from that PC.

In this example, only the Desktop screen is visible, but other video sources that are later added to this computer can also be detected (e.g. webcams).



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.

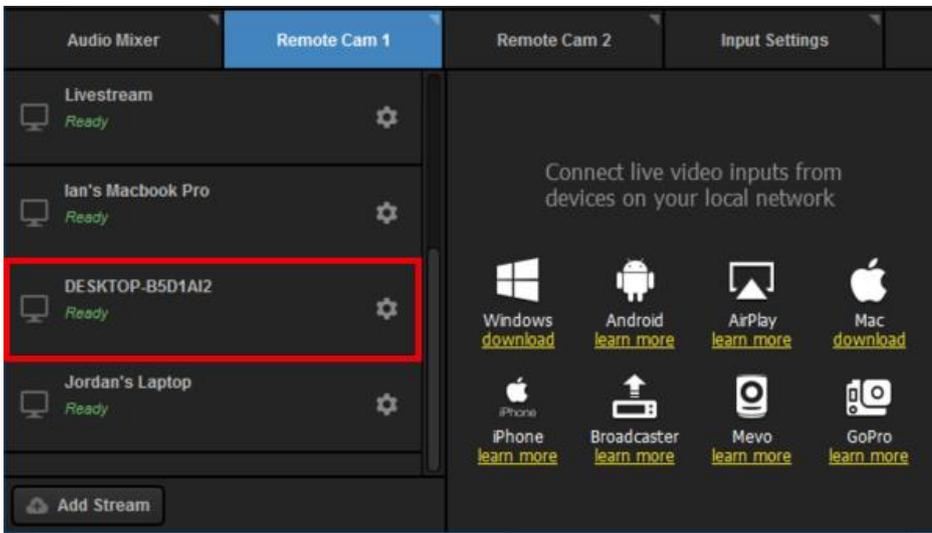
Encoder Quality:

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

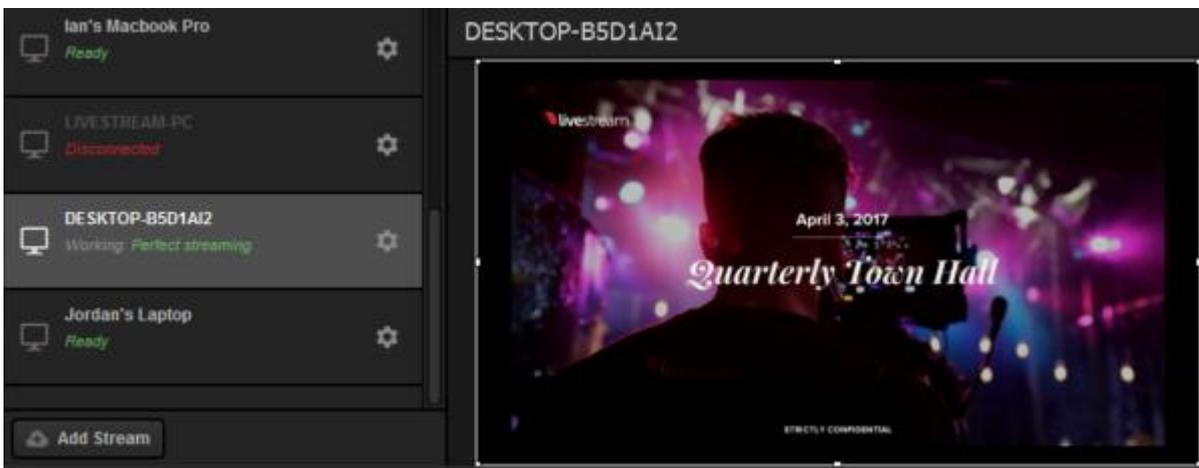
Encoder Framerate:

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)'.
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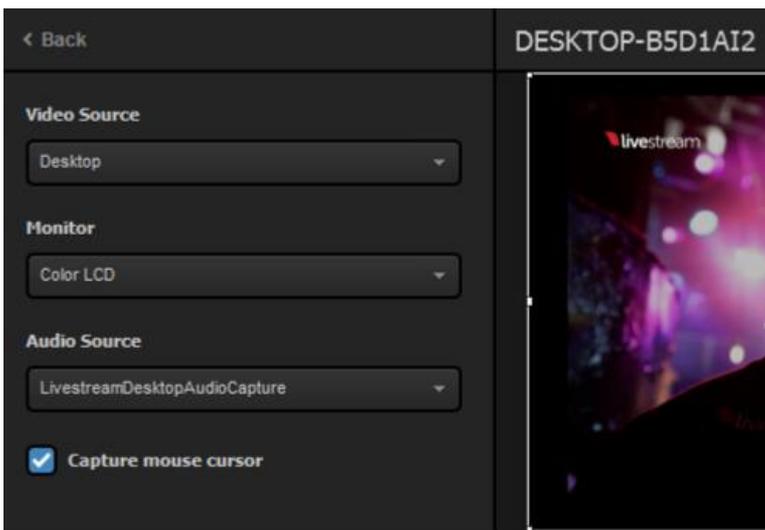
Back in Livestream Studio, under the Remote Cam tab, you should see your PC listed as a source as long as it is connected to your Portal router either via Ethernet or Wi-Fi.



Select it from the list to activate the source; it will appear on the right side of the module.



Click the corresponding gearwheel to see more options.



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 Device:

If you select a Blackmagic Capture Device 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.

Capture Mouse Cursor:

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

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 started.