

LiveNote Stream Elgato Game Capture HD60

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For assistance using LiveNote Stream, call 1-800-290-9378 or email westlaw.softwaresupport@thomsonreuters.com.

For free reference materials, visit legalsolutions.thomsonreuters.com/guides

For information on using LiveNote Stream, see the LiveNote Stream online Help available via the Help menu in the application.

Elgato Game Capture HD60 can be used to broadcast video from unencrypted HDMI sources to LiveNote Stream. For more information, visit <https://www.elgato.com/en> or contact a LiveNote Stream representative by calling 1-800-290-9377 or emailing westlaw.softwaresupport@thomsonreuters.com.

System Requirements

For a full list of system requirements for Game Capture HD60, visit <https://www.elgato.com/en>.

VIDEO INPUT DEVICE REQUIREMENTS

Game Capture HD60 only supports unencrypted HDMI sources. If you are using a video camera with HDCP (High-bandwidth Digital Content Protection) input, you must use an HDMI 1.3 splitter. You can also use an analog to HDMI converter to stream video from an analog video camera.

Setting up Game Capture HD60

To set up Game Capture HD60, connect the encoder to your computer, and then download and install the Game Capture HD program and required device drivers. If the required device drivers are not installed automatically, you can download them. For more information, visit <https://www.elgato.com/en>.

Configuring Game Capture HD60

You can use the Game Capture HD program to configure the Game Capture HD60. The Game Capture HD program displays the current status of the encoder, as well as any currently streaming video. To access the Game Capture HD60 settings, connect the encoder to a computer, start the Game Capture HD program, and then click the Settings () button under Device on the upper-right corner of the window.

For more information, visit <https://www.elgato.com/en>.

CAPTURE SETTINGS

You must specify that you are using a video camera as the video input device. Click the Capture tab, select Other from the Input Device list, select the video and audio inputs from the lists provided, and then click OK. For more information, visit <https://www.elgato.com/en>.

Note: If you are using a separate audio input, for example, an audio mixer, you must use a 3.5 mm phone jack to send audio to Game Capture HD60.

PICTURE SETTINGS

You can configure the Brightness, Contrast, Saturation, and Hue on the Picture tab. For more information, visit <https://www.elgato.com/en>.

Broadcasting Video to LiveNote Stream

It is recommended that you test Game Capture HD60 at least 24 hours prior to your session. Set up and run a test stream using the same internet connection and audiovisual inputs that you plan on using at the deposition.

To broadcast video to LiveNote Stream, you must set up an RTMP connection to the LiveNote Stream video server. To set up the connection, you must know the video server IP address, as well as the video LN number and other credentials for your session. This information can be found in the confirmation email that the session contact receives once their scheduling request has been processed.

1. Connect Game Capture HD60 to a video camera and computer.
2. Start the Game Capture HD program.
3. Click the Plus button () under Live Streaming on the upper-right corner of the window and select rtmp://.
4. Type a name in the Account Name box to save the RTMP settings for your session.
5. Copy the video server address from the session confirmation email and paste it in the RTMP URL box.
6. Leave the Stream Key box empty. This information is not required to broadcast video.
7. Click Add.

SETTING THE VIDEO UPLOAD SPEED

After you configure the RTMP settings for your session, you can set the video upload speed. It is recommended that you set the upload speed to half of the average maximum upload speed. You can use the following websites to determine the available bandwidth:

- www.speedtest.net
- www.speakeasy.net/speedtest

To set the upload speed, click the number inside the green circle under **Live Streaming** on the upper-right corner of the window. Move the mouse up or down to increase or decrease the upload speed.

STARTING THE BROADCAST

Verify that the session participants are ready and then click the green stream button () at the bottom of the window to begin broadcasting video. ON AIR displays next to Live Streaming on the upper-right corner of the window.

If you were added to the session as a Stream Session Monitor, you can verify the video is working as expected by logging in to livenotestream.thomsonreuters.com, selecting the session from the list provided, and then clicking **START SESSION**. If you are not a session participant, talk to the session contact to verify the video is working as expected.

Installing Updates

To install the latest updates, connect Game Capture HD60 to your computer, start the Game Capture HD program, and then download and install the latest updates. DO NOT unplug the encoder while installing updates.

1. Connect Game Capture HD60 to your computer.
2. Start the Game Capture HD program.
3. Press the **Ctrl** key and click the settings button () under **Device** on the upper-right corner of the window.
4. Click the **Advanced** tab.
5. Click **Update Firmware**.

Troubleshooting Game Capture HD60

You can use the workarounds described below to resolve the following issues. For more information, visit <https://www.elgato.com/en>. For additional assistance, contact a LiveNote Stream representative by emailing westlaw.softwaresupport@thomsonreuters.com or calling 1-800-290-9378.

Issue	Resolution
<p>() or () displays under Device on the upper-right corner of the Game Capture HD program.</p>	<p>Game Capture HD60 cannot display video from HDMI sources with HDCP (High-bandwidth Digital Content Protection) protection.</p> <ul style="list-style-type: none"> • Use a video camera with composite analog outputs and an analog to HDMI converter. • Connect the video camera to the encoder using an HDMI splitter that removes the HDCP signal. • Install the latest firmware updates. For more information, see "Installing Updates" on page 3.
<p>Video quality if poor or displays choppy.</p>	<p>Poor video quality can be due to a slow internet connection or issues with the video camera's resolution. The maximum resolution that the LiveNote Stream video server can transmit is 720p@30fps when sending video to a computer and 320p@30fps when sending video to a mobile device.</p> <ul style="list-style-type: none"> • Verify that the maximum resolution of the video camera is not greater than 720p@30fps. The video quality settings in the Game Capture HD program <u>do not</u> affect the video resolution of the LiveNote Stream video server. • Decrease the video upload speed. For more information, see "Setting the Video Upload Speed" on page 2.

Published 09/20.

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