

NSCaster X1

User Manual

REV 1.2

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1 Hardware Specification

1.1 List Accessories

Name/Model	Package	Specification	Number of Pieces	Actual Quantity	Remarks
Main device	Aluminum box packaging	NSCasterX1	1	1	
Power supply and power cord	Aluminum box packaging	Standard	1	1	
WIFI antenna	Aluminum box packaging	Standard	1	1	
4G antenna	Aluminum box packaging	Standard	2	2	Standard Version
4G antenna	Aluminum box packaging	Standard	3	3	4G Bonding Version
Image Transmission antenna	Aluminum box packaging	Standard	4	4	Wireless Image Transmitter Version
User manual	Aluminum box packaging	Nagasoft Custom	1	1	e-edition
Warranty card certificate	Aluminum box packaging	Nagasoft Custom	1	1	

1.2 Device Parameters

Device Item Name	Description
Chassis	Portable case, built-in with 11.6-inch high-definition touch screen
Dimensions	294mm*193mm*54mm (W x H x D)
Weight	1.25KG
Powered by	100~240V AC
Transport box	Aluminium box packaging
Operating temperature	-10-50°C
Storage temperature	-20-70°C
Operating humidity	10~90% no condensation
Impact resistance	15g
Vibration resistance	10-100Hz 1.25g
Altitude	Below 4000 meters

1.3 Model



1.4 Interface Diagram

1.4.1 Back Interface

1) The back interface of the standard version is shown below:



1	4G antenna	7	USB3.0	13	HDMI Display interface
2	4G antenna	8	Gigabit Ethernet port	14	HDMI PGM Output
3	WIFI antenna	9	SDI-1 Input	15	SDI PGM Output
4	Switch	10	SDI-2 Input	16	TALLY
5	Power supply (DC 19V)	11	HDMI-1 Input	17	Cooling port
6	USB2.0	12	HDMI-2 Input		

2) The back interface of the 4G bonding version is shown below:



1	4G antenna	8	Switch	15	HDMI-1 Input
2	4G antenna	9	Power supply (DC 19V)	16	HDMI-2 Input
3	4G antenna	10	USB2.0	17	HDMI Display Interface
4	WIFI antenna	11	USB3.0	18	HDMI PGM Output
5	SIM1 card holder	12	Gigabit Ethernet port	19	SDI PGM Output
6	SIM2 card holder	13	SDI-1 Input	20	TALLY
7	SIM3 card holder	14	SDI-2 Input	21	Cooling port

3) The back interface of the Wireless Image Transmitter Version is shown below:



1.4.2 Side Interface

The side interface for both standard version and 4G bonding version are the same as shown below:



1	XLR/TRS balanced input L	4	XLR/TRS balanced output L
2	XLR/TRS balanced input R	5	XLR/TRS balanced output R
3	3.5mm monitor		

1.4.3 Bottom interface

1) The bottom interface of the standard version is shown below:



The bottom interface of the 4G bonding version/Wireless Image Transmitter version is shown below:



2 Installation and Commissioning

- 1) Open the box, then take out the power cord and NSCaster-X1 device. After that, lay the device on a stable surface.
- 2) Connect the power cord and the corresponding WIFI and 4G antennas. Then, use a network cable to connect to the RJ45 Gigabit Ethernet port, or insert a 4G card.
- 3) Connect the output of the AV equipment (such as camera) to the NSCaster-X1 device input interface.
 - The SDI/HDMI camera is connected to the SDI/HDMI input via SDI/HDMI cable as shown below:



• The mixer is connected to the TRS MIC input port through the TRS cable, or the XLR cable is connected to the XLR input as shown below:



- 4) In order to connect the NSCaster-X1 device output port to the monitor, it has divided into following categories:
 - The SDI monitor is connected to the SDI output via an SDI cable.



• The HDMI monitor is connected to the HDMI output via HDMI cable.



- 5) Connect the sound output of the NSCaster-X1 device to an external device or monitor.
 - Connect to the TRS MIC output through the TRS cable, or connect to the XLR output interface through the XLR cable as shown below:



• Connect to the call output interface through a 3.5mm audio cable as shown below:



6) To start the NSCaster-X1 device, just press the power button on the NSCaster-X1 device as shown below:



7) After the NSCaster-X1 device is started, it will enter the main interface of NSCaster-X1 as shown in the following figure:

þ.	âil	15:44:36	0kb/s↓ 0kb/	s† Disk: 201.4G 🛛 🕸
15:	44:36			(00.00.00 (00.00.00)
		SDI-1	ı	SDI-2 00:00:00
		ном	II-1	HDMI-2
			<u>т</u>	
		, + ,		
1:0	Amazed01 Amazed05			
-				â
67				

- 8) The SDI video signal and HDMI video signal are directly loaded into the main interface.
- 9) To load NET signal, select " 📩 " in the NET channel and enter the stream in the pop-up stream edit box.
- 10) To load DDR signal, select the DDR button in the DDR alternate video window, and select one of the video sources, then click Play to load the video into the DDR channel.
- 11) Select the output channel and press the record button "
- 12) To start switching, tap once on the channel you want (SDI-1,SDI-2,HDMI-1,HDMI-2,NET,DDR) and it will switch to PGM.
- 13) Start uploading the picture on PGM as shown below:



- 14) Press again the record button to stop recording.
- 15) Check whether all the recording files are normal. The recording file is saved in the "Recording" folder which located at the "File Transfer" interface.
- 16) Press the Power On/Off button to turn off the NSCaster-X1 device.
- 17) Turn off the power switch of the device, unplug the power supply, and unplug all input and output video cables and antennas, then keep the NSCaster-X1 device properly.

3 Software Features

3.1 NSCaster-X1 Main Interface

12 후 âil	17:54:22 🎾 I cu	T Okb/s	↓ 0kb/s †──	Disk: 185.20	0
	Ŧ	0			1 — @ 00:00:00
		SDI-1	击 SDI-2	2 🤚	± 00:00:00
		3			
		HDMI-1	土 HDM	1-2	±
		+			
		NETcfw	击 DDR		
				ř	R
1.0					
					Ŵ
					⊠ ₫

NO	Name	NO	Name				
1	PGM	10	Settings button				
2	SDI input channel	11	Streaming control				
3	HDMI input channel	12	Recording control				
4	NET input channel	13	Tuning control for total mix output				
5	DDR display channel	14	Image overlay				
6	Network status display	15	PIP (Picture in picture)				
7	Triggers enable status	16	Scoreboard				
8	Transition effect & Cut swift	17	Audio mixer				
9	Resource usage monitoring status						
	Note: Drag the column on the left for subtitle, CG and transition effects function.						

3.1.1 PGM

PGM channel: Monitor the screen that being broadcast. Single tap on the channel you want (SDI-1,SDI-2,HDMI-1,HDMI-2,NET,DDR) and it will switch to PGM as shown below:



3.1.2 SDI/HDMI Channel

In addition to access to SDI/HDMI cameras or other SDI/HDMI interface devices, the first four channels can also be connected to IP cameras, Live+ devices, and network streams. Click the + icon to pop up the settings interface, as described in detail below:

1. Physical Input

Load the video and audio signals of the input interface into the corresponding channels, as shown in the following figure:

P .e		15:5	6:59	0kb/s↓	0kb/s†	Disk: 125.0G	ø
	< Back	Channel S	ource Type	~			00100100
	Phy Input	IP Camera Live+	Device Netstream	NDI(HX	± SDI2	đ	
							* E *
	-						
					土 номі	-2 <u>±</u>	
	۲	۲					1
	0011	001.0	1151111.1	110111.0	土 本地社	见频	
	SUI-1	501-2	HDMI-1	HDMI-2			
▫∟'」							D21
62							
-							â

2. IP Camera

It supports two methods to add cameras by onvif, automatic discovery and manual input. It also supports editing camera parameters and deleting existing cameras. Select the IP camera that has been added in the list, click the " \checkmark " icon to confirm the selection, and the setting interface is as follows:

P ≑		15:57:0)1	0kb/s↓	0kb/s†	Disk: 125.0G
<	Back	Channel Sourc	зе Туре	×		00,00,00
	Phy Input IP C	amera Live+ Devi	ice Netstream	NDIJHX	土 SDI2	O د دورون خ
	Q WirelessCamera1	(WirelessCamera2) W	Ø VirelessCamera3 W	jirelessCamera4	土 HDMI-2	±
					土 本地视频	
	+ Ø	ά				
HP .						

٩

The onvif auto discovery function can automatically search IP cameras in the same network



segment, and the searched cameras can be directly added to the device list; the devices with * need to enter the account number and password to login before they can be added.

"Manual input and add" just need to input related parameters. Among them, PTZ control can be set, and PTZ control protocols are supported: ONVIF, VISCA over IP and NDI protocols. The interface is as shown below:

Q 🕆	15:57:04	0kb/s↓	0kb/s1	Disk: 125.0G 🛛 💩
K Back	IP Camera Config	~		00:00:00
Name	WirelessCamera1		击 SDI2	〇 士 00:00:00
Address	rtsp://192.168.222.81/live/av0			
	Caching	0 ms		
Onvif Control		ON	击 HDMI-2	±
PTZ Protocol	ONVIF VISCA over IP (raw)	VISCA over IP		
Transport Protocol	TCP		土 本地视频	<u>م</u>
IP	192.168.222.81 Port	2000		
Device name				Ø
User	admin Password	admin		â

After loading successfully, click the PTZ control button and the PTZ control interface will pop up. Supports control including rotation direction, zoom, pan/tilt speed, preset position setting control, the interface is as shown in the figure below:



3. Live+ Device

You can use the VJMobileCast application to access the mobile screen, and both internal and external networks can be accessed.

The signal can be directly scanned by the APP or enter the ID number. The accessed signal is displayed in the "Device List", and the screen that needs to be loaded is selected by clicking. (Note: the original code is not available after resetting the code, you need to rescan the new code)

The setup interface is shown below:

Ъ÷		15:57:11	0kb/s↓ 0	kb/s1	Disk: 125.0G 🛛 🕸	2
	🕻 Back	Channel Source Type			000	0:0Q
	Phy Input IP Camera	Live+Device Netstream	NDI]HX	士 SDI2	± 00.0) 0:00 5
	Scan QR Code to Join	Enter Director ID to .	loin			
		OOOOO Italiana ile aastatin Reset ID	0	土 HDMI-2	±	in a starting the
		Devices List		土 本地视频		D
	ĸ		>		PGM+	
1						
Ht					â	

4. Netstream

It support rtmp/rtsp format, as shown in the following figure:

¢ ط		15:57:12	0kb/s↓	0kb/s †	Disk: 125.0G 🛛 🕸
	< Back	Channel Source Type	~		00:00:00
	Phy Input	IP Camera Live+ Device <u>Netstream</u>	иріјнх	土 SDI2	上 00:00:00 -5
	URL rtmp:	//192.168.0.208:1936/live/22	×		1
	rtmp://192.1	68.0.208:1936/live/22		土 HDMI-2	
				+ *******	
				五 本电视频	
					R
120					
61f					â

In order to make the network stream easier to fill in, you can use the on-screen input function, the function is as follows:

- 1) Click the input box and click the on-screen input icon 🔢 in the pop-up input interface.
- 2) For example, use the WeChat scanning function on the mobile phone to scan the QR code, as shown below:

뭐 좋 해		14:00:54	0kb/s‡	0kb/s†	Disk: 162.0G	¢
	く Back	Channel Source Type	~			000000
	Phy Input	IP Camera Live+ Device	Netstream	± SDI-2	£	00-00-00
7	URL rtn		×	.t. HDMI-	2 +	P
With construction of the second				* ,		
		Scan QR Code		± DDR		(ا
		Scan Uk code with your phone to input text				
						Z
441						ð

3) The input interface can be popped up in the mobile phone, as shown below:



4) Paste the network stream directly into the input box, and the attached content is also synchronized to NSCaster X1 URL input box, as shown below:

all ser secons =	354PM	405 B D	1 1 - 11				14:01:16		160/61	dikts/5-7	Onic 182.0	
~	Hagason											-
(d) M	AGASOFT 🔽											0
				<	Back	Ĺ	oad Stream	1 1	a 🗸	& SDF2		
		/228	4		URL mmo	2/192 165 0 200	1936/9ve/222	2	×			書
											•	¥
			1									
			9									Θ
			Ť									
present frame and it with	in parties that have been been been been been been been be		÷								8R	÷
			41									

5. NDI | HX

You can load the NDI devices in the LAN, and click the refresh button to automatically discover them, Loading NDI streams for native output is not supported, as shown in the figure below:

Ìa e		15:57:13	0kb/s↓ 0	kb/s† Disk:	125.0G 🗢
	/ Back	Channel Source Type			000000
	Dack				
	Phy Input I	P Camera Live+ Device Netstream	моўнх	土 SDI2	± 00:00:00
			_	击 HDMI-2	Ŧ
				土 本地视频	_
<u>в (Т)</u>					
	0				Ø
+4 1					â

6. The channel name can be changed, as shown in the figure below:

Double click the channel name to enter the channel name editing status, as shown in the following figure:



3.1.3 NET Channel

The NET channel is used to load network streams and the supported formats are: rtmp/rtsp. You can also directly load IP cameras, Live+ devices, NDI|HX.

1) Select the added IP camera in the list, click the " $\sqrt{}$ " icon to confirm the selection, the setting interface is as shown in the figure below:

÷ ۲	15:57:20	0kb/s↓ 0kb/s1	Disk: 125.0G 💩
< Back	Channel Source Type		00:00:00
IP Camera	Live+ Device Netstream	NDI HX 土	SDI2 ± 00:00:00 5.
G	<u>)</u>	Ó	
WirelessC	Tamera1 WirelessCamera2 WirelessCamera3	WirelessCamera4 🕹	н р мі-2 土
		±	
	Ø t		Z
60°			â

2) You can use the VJMobileCast app to access the mobile screen, both internal and external networks can be accessed.

The access signal can be accessed through the APP directly by scanning the QR code or entering the ID number. The access signal is displayed in the "Device List", click to select the signal screen that needs to be loaded to the mobile terminal. (Note: The original ID is unavailable after resetting the ID, you need to rescan the new ID)

The setting interface is shown below:

ំខ្		15:57:21	0kb/s‡	0kb/s† Dis	c 125.0G 🛛 💩
	🕻 Back	Channel Source Type	4		<u>ر</u> ے 100:00:00
	IP Camera	Live+ Device Netstream	NDI(HX	士 SDI2	土 (00:00:00 -5
	Scan QR Code t	o Join Enter Director ID	to Join		
			00	击 HDMI-2	
		Reset ID			
		Devices List		土 本地视频	(٢
	×		*		PGM#
ŧ.i†					â

3) Click 💼 to enter the network stream editing interface, fill in the complete network stream

address in the URL, and use the same screen input function to quickly enter the stream address. As shown below:

D 🕆	15:57:23	0kb/s↓ 0kb/s	† Disk: 125.0G	ø
	K Back Channel Source Type	~		00:00:00
	IP Camera Live+ Device <u>Netstream</u> N	илинх 🕁	SDI2 土	00:00:00
	URL rtmp://ims.nagasoft.cn:1935/live/426730	×		
	rtmp://ims.nagasoft.cn:1935/live/426730	t.	HDMI-2 .+.	
				-
		122	-4-10-10125	-)
			本地祝赖	
<u>-</u> L ' J			Z	
1:0				
+1P				

4) Click to enter the SRT stream editing interface and fill in the required content in turn. Here's what it looks like:

Back	Channel Source Type	~
IP Camera	Live+ Device Netstream SRT	NDI HX
IP	Port	
192.168.0.162	10080	
Connection	Latency	
Caller	120	Milliseconds
Stream ID	Password	
live/stream-I		•
	(Length from 10 to 79 c	characters)

5) The NDI device in the LAN can be loaded, and it can be discovered automatically by clicking the refresh button, as shown in the following figure:



3.1.4 DDR Channel

The DDR channel is used to load video footage as shown below:



- 1) The button for loading video material is as follows:
 - Button E : Add video
 - Button .: Play/pause video
 - Button 🛄 : Stop
 - Button 🖾 : Back 10 seconds
 - Button 🖿 : Fast forward 10 seconds

 - Button 🔟 : The progress adjustment button is enlarged to adjust the video progress
 - Rate button: You can control the rate of playback.

3.1.5 Image Overlay

Image overlay panel can publish image to the PGM monitor. It support png image format and location movement of images as shown below:

È -	ล์ฟ 15:45:00	0kb/s↓ 0kb/	s† Disk: 201.4G	٩
15:4	15:00	SDI-1	SDI-2	
	000	HDMI-1	HDMI-2	
		NET 🕁	DDR	₽
			Dett	
			PGM	*
1:0	Amazed01 Amazed05 Amazed02		Ø	
+64			ā	
67				

- 1) Click the button " " to enter the photo editing interface, and then click the button " " to add a picture. There are two ways to source images:
 - Online download. Click "Download" to download.
 - Customize "My Picture". You can copy the picture to the "My Pictures" folder which located at the "File Transfer" interface as shown below:

<mark>9</mark> 7 1	1		15:39:19	[CUT]	0kb/s↓ 0kb/sî	Disk: 185.2G	٥
	< Back		Picture				000000
	Entertainment	Sports	Business	Edu	ucation	My Picture	0
							00.0000
	Picture Transfer						
0							
	s						4
+++							-1



- 2) Click to send it to the PGM, and click again to not display.
- 3) Click I to enter the photo editing interface. In the picture editing, you can drag and drop the picture manually to adjust the position and size of the picture, as shown below:



Button operation is as follows:

- Four button : Adjust the position of the picture in the up, down, left, and right directions
- Button 🙆 : Zoom in
- Button 🖻 : Zoom out
- Button ^O: Restore image to initial state
- 4) Select the image and click ¹ to delete the image.

3.1.6 PIP (Picture in Picture)

Picture-in-picture can display multiple channels on the PGM channel. Click to display the selected picture-in-picture mode in the PGM channel, where A/B/C/D represent the screen of the channel. For example, select A in SDI-1 channel and the A area of the PGM will display the screen of SDI-1 channel. The channel screen of A/B/C/D area on the PGM channel supports real-time switching. The picture-in-picture template is divided into the following two types:

1) No background image template as shown below:

មិ ទ តា		15:45:15	0kb/s↓ 0kb/	s† Disk: 201.4G 🛛 🕸
15:45:15				00:00:00
			SDI-1	501-2 00.00.00
			HDMI-1	
		SDI-1 H	IDMI-1	NET
	A B	A B C D A	BCDAI	B C D
HI A C	A B C D	SDI-2 H	IDMI-2 B C D A I	DDR 3 C D

2) Add background image template. The background image is stored in the "picture material" folder of the "file copy" interface. Click the "configuration" button to edit the picture in picture, including changing the background image, stretching and clipping the picture, changing the size and position, and cutting the channel picture freely.

Click on the button to quickly add a background image using a picture fast scan code. You can edit the picture in the picture by changing the background image, stretching and clipping the picture, and changing the size and position, as shown in the following figure:



			REC (O)
평 위체	15:05:29	CUT 2kb/s↓ 0kb/s† Disk:	141.6G 🚳
K Back	PIP Editor	×	00.00.00
Po. 641.14vv Ster 1014.174		€ FileName:	± 00:00:00
and a second secon	В	Position	
	C D Crop	Paset Refresh	PGM +
Image: A marked bit is a state of the st	B A B C D A	HDMI-2 DDR B C D A B C D	Config

3.1.7 Scoreboard

The scoreboard can record the score of the live match in real time as shown in the figure below:

के के श		15:47	:01	1	lkb/s↓ 0kb/	s† Disk: 2	01.4G 🗢
15:47:01							0010000
				SDI-1		SDI-2	00:00:00
				HDMI-1		HDMI-2	
				NET	±	DDR	_)
0		比赛名称					
□ + + +	0	vs	0		+ -	+ +	PGMT
🛅 3 2 1	☑ 匀附图yug\\;'<>>	Start	': ? ? vaYAፓ	└告 ☑	1 2	2 3	Template
	64	ime	Time			•] [•=]	Reset
Đ	Q	21	00:00				

- 1) Button operation is as follows:
 - Button East: Display the score board to the PGM channel and click again to cancel the display.
 - Button Template : Choose the template of the scoreboard. The templates are general, basketball, football, table tennis, badminton and volleyball. It also support online download. In order to download, just click the "Download" button as shown below:

២ខេត			15:4	7:08	0kb/s↓ 0kb/s↑	Disk: 201.4G	¢
15:47:0	K Back		Sc				
	General	Basketball	Football	PingPong	Badminton	Volleyball	00000
							(۲
a							
							-
100							plate
+4 1		\$			¥		
87			▲ Q1 ▼	00:00			.cset

- Button E: "+/-" can "increase/decrease" scores in real time.
 - Button Start : Start/pause timing. The status will become yellow highlight when it start. \bullet *+/-" can "increase/decrease 1 second" in real time.
- Button : Clear the score and timing.

3.1.8 Audio Mixer

The mixer is used to control the gain and mix of all input and output audio as shown below:



- 1) Button operation is as follow:
 - Button 💶 : Mixing output.
 - Button 🛃 : Mute.
 - Button 🖾 : Volume adjustment fader.

3.1.9 Subtitle

You can upload simple subtitles to the PGM by manually inputting subtitles or import txt file. The subtitle panel interface is as shown below:



1. Add subtitle

1) Fill in input

Click the "+" icon to manually enter the subtitles. In the input content, you can adjust the font type, size and use three parameter values as required. The figure is shown below:

17 ? III		14:02:25	1kb/s↓ 1kb/s↑	Disk: 162.0G 🛛 💩
<	Back	Text editor	~	
		Input content		O
*	hello			± 000000
Monthannes	Font	Size	Color	
<u>i</u>	Microsoft YaHei	64		
	SimSun	66	+COE0CO	
thello	SimHei	68	#FF0000	PGM T
Tr	Source Han Sans CN	70	#009F3C	
CG	e	+ _/		

2) Import txt file

Click the **Click the** icon to copy the TXT format file to the folder marked as "Subtitle" by USB, as shown below:



2. Master monitoring on subtitles

- 1) Press the button manually to upload the subtitle to the PGM monitor.
- 2) Using keyboard shortcut key to upload subtitle.
 By accessing the USB keyboard, you can click on the key to upload the subtitles. Set the shortcut key for subtitles to be selected. In "General Settings Assist Shortcuts". By default, Space key is used to upload the subtitles, as shown in the figure below:

< Back	0		Gen	eral	
Recording		OF FDE	20 505 50 50 50	5 CO FOF	toolu
Channel Recording		23 113	JUFPS JUFP	5 00 FPS	Арріу
Streaming		<	GMT+8 2019/1	2/30 14:03:16	►
Network		简体中文	繁體中文	English	
Audio Settings		Mouse	TALLY	Shortcuts @	
OSD Settings		moute	Transie		
Live+		Enable CH record	Lock Streaming	Lock Record	
File Transfer		:: :	*		
FTP Upload		Cut in Play	Cut Out Pause		
General Settings		carimitay			
About		NET 1000 ms	Live+ 0 ms		
		Reboot	Factory reset		

🕻 Back			General)	
Recording					
Channel Recording	25 FPS	30 FPS	50 FPS	60 FPS	Apply
Streaming	< васк	Shortci	its	~	►
Network		SDI-1			
Audio Settings		SDI-2			
OSD Settings		HDMI-1 3			
Live+		HDMI-2 4			
Eile Tenerfer	_	NET 5			
File transfer		DDR 6			
FTP Upload	Subtitle			_	
General Settings		iblitle.on/Off	ace		
About	NET 10	00 Live+	0 ms		
	Reboot	Factory	reset		

- Click I to delete the selected subtitles and click to clear the subtitles.
 Select I to edit subtitles.
- 5. Click on it to open the AI voice to subtitle settings. Select the audio source, engine, scene, language to complete the AI voice to subtitle settings, each option is required.

日本部		15:38:03	CUT 3kb/s↓	1kb/s†	Disk: 185.2G 🛛 🍄
	< Back	Al Transcriber			(00.00.00
				土 SD1-2	± 00:00.00
	Master	SDI-1 SDI-2	HDMI-1		
	HDNI-2	NET DDR	XLR		
▲ 南 吉纳				击 HDMI-2	÷
http://	< Aliyun			> • •*	使 あ か お 本 引 の よ の の に の の の の の の の の の の の の の
盦	General	Education Live		> ± DDR	→)
414	Language				PGM T
	< English	Chinese French	German	>	
6					
Tr				200.00	Û
		+ 2	< X	\$**•	\$

6. Click on the 2^{-+-} to start Al voice to subtitle function. Note: This feature is in for limited free test commercial phase, trial period of 2 hours, click on OK to enable.



3.1.10 CG

CG is a template composed of pictures, texts, etc. It can be used during live broadcast or recording. The interface is as shown below:





- Click to edit the selected CG.
- Click to delete CG.

1. Create CG/Upload CG

In the CG editing interface, you can choose to add CG template/picture/subtitle, you can manually adjust the parameters of each element including size, position, etc. The editing interface is shown below:



1) CG template / import CG



2) Import image



3) Subtitle/left scrolling subtitle

You can add subtitles in the CG page, or move the subtitles from the lower right corner to the left. After adding the content, you can set the font style, size, and colour of the content, as shown in the following figure:

12 7	ai –		<u>.</u>	_			14:06:18		3kb/s	1kb/s†	Disk: 162.00	¢ (
		<	Back	<	Back		Text editor			~	<	
			8888				Input content				ne	00:00:00
					hello						0340799	\odot
		0 0 0										士 00:00:00 4
	7										>	ŧ
	1											土
						Font		Size	Col	or	Θ	in the second
						Microsoft YaHei		64	HTTL.	IFF	.682×44	
184						SimSun		66	1	rin -	i40 x 640 1:25	- →
-						SimHei		68	(effo	000	a	
_						Source Han Sans CN		70	(#009)	F3C		
Тт	1 20191				-							R
CG												
50												â

After you have created the CG, click and to display the edited CG on the PGM monitor screen.

2. Remote CG

Enable remote CG access in the OSD Settings. You need to use the CG editor (NSCGEditor) to implement online CG. For details, please see the appendix: "CG Editor Operation".

≣ □ ♦							🖨 338 🎒
51 ° 10		16:51:07	[MIX] 3kb/s↓	2kb/s†	Disk:	218.0G	٢
Sack		CG Edit		æ	~		-
and the second s				CG	Name		00:00:00
MAGAS	OFT		live	1	est		
						±	00:00:00
					~		
	< Back	NSCGEditor Download					100
	0122290			<	~ >		
	7.833	NSCGEditor is an external CG editor, running on Wi more powerful and convenient. It can remotely publi	ndows system, CG editing function is sh CG to NSCaster X1. Scan the QR			- ±	-
		code to download and install it on Windows system.		⊕	Θ		
		инк перлусиладния случинные, касанитизсанию	richering genoremaper den an				
				Resolution		A	
				Scale		1	(ا
			ft		a	ΡE	
			nagason			RG	
cg 🕑		1					
001	E	Т	Ŧ		Ξ.	E	Z
\$							
						1	Ŭ.
(ALC)							

3.1.11 PTZ control

11:37:27 ICUT I 1kb/s↓ 0kb/s† Disk: 185.2G ۲. ٢ 0 SDI-1 ± SDI-2 ± HDMI-1 土 HDMI-2 -) NET ± DDR SDI-1 0 + Focus Aperture Zoom 3 HDMI-2 Apply Fast Slow AB

Select a channel to load the IP camera or NDI | HX device to control the camera, as shown in figure:

1) PTZ protocol: Click the button to turn on the PTZ control interface to set up thePTZ protocol and the PTZ transfer. Here's what it looks like:

12 - 211	I					11:	54:12	CUT	10kb/s↓	0kb/s†	Disk: 185.2G	¢
												() () () () () () () () () () () () () (
				K Back					~	노 SDI-2	t	00:00:00
				Onvif Control					ON]		
				PTZ Protocol	ONVIF	VISCA ov (raw)	er IP VISCA o	wer IP	NDI	L UDM 2		
				Transport Protocol	TCP							1111
				IP			Port					
				Device						± DDR		
Тт		PTZ Preset	8	llear			Decouverd			¢	SDI-1	à
CG	1	2	3	User			Password				SDI-2	2
	4	5	6		-74						HDMI-	E
æ	7	8	9	1		-				14	HDMI-	2
AB	Appl	y O	Save	Slow			Fast				NET	

Note: the IP camera must correctly input IP address, port, user and password of the camera to control. The NDI protocol must be enabled in the device information interface in settings then NDI | HX can be used.

2) Preset position: set the camera's preset position by entering a number and then saving it. Enter the saved preset, and then call.

3) Zoom: Click on the + button above to zoom in. Click on the zoom button below to zoom out.

4) D irection control: The direction of camera movement can be controlled by up, down, left, right, the upper left, the upper right, the lower left and the lower right.

5) Speed adjustment: drag the speed adjustment button to control the camera screen movement speed.

6) Channel selection: select in the need to control the channel, the PTZ selection channel and the camera loading channel should be consistent.

3.1.12 Special Effects

Select the effect for channel switching, and set the duration of the effect switching process - the transition time, and then click the channel that needs to be monitored on the PGM monitor to achieve

the transition effect of the two channel screens. There will be **ICUTI** or **IMXI** in the title bar to distinguish cut from transition effect. The setting interface is shown below:



3.2 NSCaster-X1 Settings Interface

Click enter the setting interface. Respectively, there are "Channel Recording, Recording, Streaming, NDI | HX output (if the module enabled), Network, Audio settings, OSD settings, Live+, File Transfer, General Settings, About" module as shown below:

🕻 Back		-0	General)	
Recording	default		🕸 Ne	w project	Open project
Channel Recording					
Streaming	<	GMT+8 2	021/01/18 1	15:02:13	•
Network	10%	30%		50%	50%
Audio Settings	简体中文	繁體中文	English	German	Spanish
OSD Settings					
Live+	Mouse	TALLY Shore	tcuts 🕸	Password	Lock screen
File Transfer	Enable Channel record	Lock Streaming	Lock Record	Lock Mute	Streaming after boot
FTP Upload	÷.	*			
General Settings					
About	Cut In Play	Cut Out Pau	ie		
	NET 1000 Millisecond	ds Live+ 0	conds		
	Reboot	Factory rese	e]		

3.2.1 Channel Recording

Note: This function is required to be enabled after "General Settings - Record/Stream - Enable Channel Recording" is turned on.

It can record channel audio and video and also support recording of SDI-1, SDI-2, HDMI-1, HDMI-2 and NET channels. The recorded files are stored in the "Record/channel" folder which located at the "File Transfer" interface.

K Back			Channel R	lecording					
Channel Recording		SDI-1	SDI-2 HDMI	-1 HDMI-2	NET				
Recording	Settings								
Streaming		Input Size							
Audio Settings		1Mbps	2Mbps	4Mbps	10000 kbps				
Clock		CBR	VBR						
Network		1 Second	2 Seconds	4 Seconds	1 Second				
File Transfer		64Kbps	128Kbps	256Kbps	320Kbps				
General Settings									
About									

The bitrate and GOP in the interface can be customized. Click the custom box to pop up the editing interface, where the bitrate custom interface as shown below:

K Back	Channel Recording
Channel Recording	SDI-1 SDI-2 HDMI-1 HDMI-2 NET
Recording	Settings
Streaming	Resolutio
Audio Settings	Bitrate(kbps)
Clock	BitrateContro +100 +100 10000 kbps -100 -1000
Network	GO 1 Second 2 Seconds 4 Seconds 1 Second
File Transfer	Aucio Birato 64Kbps 128Kbps 256Kbps 320Kbps
General Settings	
About	

Note: If the recording is interrupted in the middle, the file will be damaged and you need to use the repair tool to repair the recorded file.

3.2.2 Recording

Record the contents of PGM. Click the button and the "Main Interface" to start recording, and click again to stop. The recorded files are stored in the "Record/pgm" folder which located at the "File Transfer" interface as shown below:

K Back	Settings						
Channel Recording	Resolution	1080P					
Recording		1Mbps	2Mbps	4Mbps	8000 kbps		
Streaming		CBR	VBR				
Audio Settings		1 Second	2 Seconds	4 Seconds	1 Second		
Clock		64Kbps	128Kbps	256Kbps	320Kbps		
Network							
File Transfer							
General Settings							
About							

Note: If the recording is interrupted in the middle, the file will be damaged and you need to use the repair tool to repair the recorded file.

The bitrate and GOP in the interface can be customized. Click the custom box to pop up the editing interface, where the GOP is customized as shown below:

K Back	•		Settir	ngs		
Channel Recording	Resolution	1080P				
Recording	Video Bitrate	1Mbps	2Mbps	4Mbps	8000 kbps	
Streaming	BitrateControl	CBR	VBR			
Audio Settings			GOP(Second)		1 Second	
Clock		+1	1	-1	320Kbps	
Network						
File Transfer						
General Settings						
About						

3.2.3 Streaming

PGM streaming is sent to VJLive3, FMS, WOWZA, etc. through RTMP protocol for live streaming. Click the button on the "Main Interface" to start the streaming and click again to stop. Video bitrate and GOP can be customized as shown below:
く Back	Streaming Settings				
Recording		2600	5400 73/	10000	Destroit 23
Channel Recording		30012	540P 724	1050P	Puttan
Streaming		1Mbps	2Mbps	4Mbps	8000 kbps
NDI HX Output		25 FPS			
Network		1 Second	2 Seconds	4 Seconds	
Audio Settings					Seconds
OSD Settings		64Kbps	128Kbps	256Kbps	320Kbps
Live+	•		Streami	ng Server	
File Transfer		Mudu 🔯	AndLive 🕸	Youtube 🔯	Facebook 🚳
FTP Upload		RTMP 🗔	SRT 🔯		
General Settings					
About					

1. Vertical screen output

It can support 608x1080 vertical screen output. Select the vertical screen in the resolution and click the setting button to adjust the left and right margins in the setting interface to realize the vertical screen, as shown in the figure below:

K Back		Streamine Se	ttines	
Recording	(Back		~	incerta i
Channel Recording				\$
streaming Vic				kbps
IDI HX Output				
letwork				
udio Settings				conds
SD Settings				
ive+				
ile Transfer Ser				
TP Upload				
Seneral Settings	Left margin: 656px	Crop size: 608X1080px	Right margin: 656px	
About	<	Center	>	
General Settings About	Left margin: 656px	Crep size: 608X1080px Center	Right margin: 656px	

2. Live broadcast method

It supports Mudu and AndLive, and also supports RTMP protocol and SRT output.

 Select the server type as "RTMP" and if channel push protection is set, then it require user to enter the username and password. If not, just ignore it. The format of "rtmp://" is: ip:port/live and "stream name" is the name of the channel as shown below:

K Back		Streaming Setting	s)
Channel Recording	esc K Back	RTMP	×
Recording			ON D
Streaming	ush.live.cloud.naga	soft.cn/live/110?vhost=cdn.live	.cloud.nagasoft.cn
Audio Settings	Account		
Clask	User Name	Password	
Auc	RTMP URL 2		OFF
Network 0-	rtmp://192.168.0.20	08:1935/live/1	
File Transfer	Account		
General Settings	User Name	Password	
About			

2) Select the server type as "Mudu". First, you must first register on the Mudu live platform, then fill in the username and click on the authorization to get the channel and encoding information as shown below:

C Back		Streaming Settings	ò.	
Channel Recording	Reso 🖌 Back	Mudu	~	7
Recording	Video E Account			100 kbps
Streaming	muduzongbiao			FPS
Audio Settings	•••••			1 Second
Clock		Authorization		Kbps
Network			^	
File Transfer			~	\$
General Settings			Refresh	
About				

3) Select the server type as "AndLive". First, you need to enter the username and password, then log in to get the activity list as shown below:

K Back	•		Streaming Se	ettings	Ĩ
Channel Recording	Resol	< Back	AndLive	~	7
Recording					000 klops
Streaming		User Name			FPS
Audio Settings		Password			1 Second
Clock			Login		Kbps
Network	•			^	
File Transfer				~	\$
General Settings				Refresh	
About					

4) Select the server type as SRT, which can output 2 SRTs at the same time. The optional handshake mode is Caller or Listener, and fill in the corresponding IP address, port, stream ID and password, as shown in the following figure:

K Back	•i		Streaming Settings		
Recording					
Channel Recording	Res K Back	SR	T.	×	<u> </u>
Streaming	ideo SRT1	_	SRT2		20 kbps
NDI HX Output		ON			
Network		Caller	Listener		
Audio Settings				Input Port	Seconds
OSD Settings				CIRES-COOK	bps
Live+	Stream ID	L			
File Transfer			•		
FTP Upload		120			
General Settings		110	Milliseconds		
About					

5) When you select Language for Chinese (Traditional)/English/German/Spanish, the server type can be selected from YouTube and Facebook, as shown below:

🕻 Back	•		Streamin	ng Settings		
Recording		720P	1080P			
Channel Recording Streaming		1Mbps	2Mbps	4Mbps	37000 kbps	
Network		25 FPS	30 FPS	50 FPS	60 FPS	
Audio Settings		1 Second	2 Seconds	4 Seconds	Second	
Live+		64Kbps	128Kbps	256Kbps	320Kbps	
File Transfer	<u>.</u>		Stream	ing Server		•
FTP Upload		Mudu 🚳	AndLive 🚭	Youtube 🚯	Facebook 🚯	
About		RTMP 🗇				

Select the corresponding setting button, fill in the rtmp address, account and password, the interface is shown below:

🕻 Back	Streaming Settings	•
Recording		
Channel Recording	Resolution 720P 1080P	
Streaming	Video Kack Facebook	2700 kbps
Network		PS:
Audio Settings	Server URL	
OSD Settings	rtmps://live-api-s.facebook.com:443/rtmp/	Second
Live+		bps
File Transfer	<u>8888</u>	
FTP Upload		¢
General Settings	anne da	
About		

🕻 Back	Streaming Settings	
Recording	K Back Youtube	
Channel Recording	Kesc	
Streaming	Video 00 _{kbps}	
Network	PS PS	
Audio Settings		
OSD Settings	Login with Youtube	
Live+	Audio	
File Transfer	•	•
FTP Upload	Server	
General Settings		
About		

Note: How to stream to YouTube and Facebook, please refer to the instructions in the appendix.

3.2.4 NDI | HX Output

This module needs to be paid to add. This feature is available when NDI | HX is activated in the device information interface. You can choose NDI output source, output bitrate/bitrate mode, etc., as shown in the figure below:

K Back			- NDI(H)	C.Output	
Recording	Source	SDI-1	SDI-2 HD	MI-1 HDMI-2	PGM
Channel Recording	Charles and the second s				
Streaming		Start		Stop	
NDI HX Output			NDI HX OL	tput Params	
Network					
Audio Settings	Deivce Prefix	NSCaster-X1			
OSD Settings		1Mbps	2Mbps	4Mbps	60000 kbps
Live+		CBR	VBR		
File Transfer					
FTP Upload	GOP	1 Second	2 Seconds	4 Seconds	10 Seconds
General Settings					
About					

- 1. Output source: SDI1/SDI2/HDMI1/HDMI2/PGM signal output can be selected, single selection or multiple selections are available.
- 2. Output control: start/stop NDI output.
- 3. Output parameters: including display name prefix, bit rate, bit rate mode and interval frame.

3.2.5 Output Settings

Support split screen output function, the output mode has two: single screen PGM and Multiview. PGM does not support split screen mode, Multiview support 7 views and 6 views. Here is what it looks like:

< Back			Outp
Recording			
Streaming	Output mode	PGM	Multiview
Output Settings	Split mode	7 Views	6 Views
NDI HX Output			
Network		PGM	SOLT
Audio Settings		17.99277	155975
OSD Settings		5D1-2	HOMH-1 HOMH-2
Live+			NET DDR
File Transfer			
FTP Upload			
Automation			
General Settings			
About			

3.2.6 Audio Settings

The following settings can be made for audio input and output:

- 1. XLR input: Noise can be eliminated, and the noise threshold can be manually adjusted. The larger the noise threshold, the smaller the noise heard. Channel copy can be performed, and mono channels can be changed to left and right channels through channel copy.
- 2. Analog output: control the volume of analog output.
- 3. Audio delay: The delay of physical input sound can be controlled to ensure video and audio synchronization.
- 4. Tuning configuration: audio follow can be set.

The setting interface is shown in the figure below:

< Back	Audio Settings
Recording	
Channel Recording	Denose peringen
Streaming	Threshold
Network	
Audio Settings	Audio volume
OSD Settings	
Live+	Off 100 Milliseconds 200 Milliseconds 300 Milliseconds Milliseconds
File Transfer	Copy from left to right Copy from right to left Normal
FTP Upload	
General Settings	Audio Mixer
About	Audio follow

3.2.7 OSD Settings

It can support the display of the clock and OSD settings. The setting interface is shown below:

< Back	 	Clock	
Recording	HH/MM/SS HH/MM/SS	Y/M/D/HH/MM/SS Y/M/D/HH/MM/SS	Y/M/D
Channel Recording	(24h) (12b)	(22h) (22h)	
Streaming			
Network			OFF
Audio Settings			
OSD Settings		OSD Settings	•
Live+			ON
File Transfer			
FTP Upload	Port: 8017	Password: admin	Apply
General Settings	Clear Remote CG	Clear All OSI	
About			

1) Clock Settings

Clock configuration status will let user know whether is on/off based on the status. If the status is "ON" means the clock is on right now and if the status is "OFF", means that the clock is off. After being turned on, the current time can be displayed on the PGM monitor, and the format and the position of the clock support real-time switching as shown below:

		Clock		
HH/MM/SS (24h)	HH/MM/SS (12h)	Y/M/D/HH/MM/SS (24h)	Y/M/D/HH/MM/SS (12h)	Y/M/D
				==
				ON

2) Remote CG

Since this function needs to be used with the CG editor, the operation of the CG editor can be found in the appendix. Start the overlay function and set the remote CG port (default port 8017 / default password is admin), click Apply, as shown below:

•			OSD Set	tings)			•
OSD Control					[ON]	
Remote CG Port	Port:	8017	Password	admin		Apply		
OSD Clear		Clear Remote CG		Clea	ar All OSD			

After connecting the NSCaster X1 and CG editor via the network, follow the operation buttons on the CG editor to overlay the CG content onto the PGM channel of NSCaster X1.

3) PGM OSD settings, the related operations are as follows:

Overlay control: when the switch is on, the picture / scoreboard / CG in PGM can be moved. Otherwise, it cannot be moved.

CG clear: clear the remote CG, clear the remote CG in the PGM; clear the PGM CG overlay, clear all OSD of the device itself.

3.2.8 Network

NSCaster-X1 supports ethernet, WIFI and 4G. The status of the connection 😨 🖘 displayed on the main interface, highlighted to indicate that it is connected.

1) **Ethernet**: The default boot and the access network cable will automatically obtain the IP. Open DHCP and click "Apply" to get the IP address automatically, or turn off DHCP to manually modify the IP address as shown below:

K Back O		Setting	gs	<u>.</u>
Channel Recording Ethernet		Wifi	4G	Network Speed Test
Recording	iernet			ON
Streaming	DHCP			
Audio Settings	IP:		192	.168.0.109
Clock	Submask:		255	.255.255.0
Network	Gateway:		1	92.168.0.1
	DNS:		116.11	16.116.116
File Transfer	MAC:		02:06:05	5:6D:04:0D
General Settings				Apply
About				

Note: The standard version, the 4G Bonding version, and the Wireless Image Transmitter version all support wired networks.

2) WIFI: Select the WIFI you want to connect and enter the correct password. Click the button to scroll up and down.

You can add hidden WiFi. Use the mobile phone to assist X1 to do WiFi login authentication; for WiFi that needs authentication, you can do WiFi authentication according to the steps given in the interface, as shown in the figure below:

K Back		Settings		•
Recording				
	Ethernet	Wi-Fi	4G	Network Speed Test
Streaming				
Network	Wi-Fi			ON
Audio Settings	K Back	Captive Portal	~	
OSD Settings		Steps: 1. Device connect to an open WiFi with (captive portal.	Ŷ
Live+		2. Use phone connect to same WiFi. Pho the captive portal exists and automatica	one will detect that ally open a browser	ę ₽
File Transfer	「おいい」	for the login. Please authorize it. 3. Use phone to scan the QR Code or vis	it the web URL on	÷ A
FTP Upload	Address: http://192.168.100.155:8080	4. Now, device can be connected to the	network.	÷₽
General Settings				
About	GJKJ-AP			÷ H
			MAC:0c	8c:24:87:6c:d8
		Other Captive	Portal 🔨	~

Note: The standard version, the 4G Bonding version, and the Wireless Image Transmitter version all support the wireless network setting interface.

3) 4G: Click the start button and the status will be displayed as "ON". (Note: This interface does not affect the switch of the 4G bonding device. The 4G bonding device will automatically start the 4G network when it is inserted into the SIM card, and the 4G signal will be disconnected when the SIM card is pulled out.) When the SIM card opens the Pin Code, you must enter the PIN code to unlock the SIM card before you can identify the successful dialing. The Pin Code has only 3 chances to be entered.

C Back			Settings	
Recording	Ethernet	Wi-Fi	4G	Network Speed Test
Streaming				
Output Settings	4G			ON
NDI HX Output				
Network	Cellular	letwork		
Audio Settings	No SIM C	ard Detected		
OSD Settings	APNConf	e		OFF
Live+	ΔΡΝ	0		
File Transfer				
FTP Upload	User		Password:	
Automation	Unlock P	IN		
General Settings	PIN:		There are only three chances t	
About				
			Ap	ply

Note: Only the Standard version supports the Mobile Network Settings interface.

4) **4G Bonding network**: Supports the bonding function of different SIM cards. The setup interface is as follows:

K Back	. (e		Settings	
Recording	Ethernet	Wifi	4G Bonding	Network Speed Test
Channel Recording				
Streaming	4G Bonding			
Network				
4G Bonding				
Audio Settings				
OSD Settings				
Live+				
File Transfer				
FTP Upload				
General Settings				
About				

After the 4G bonding network is set to ON, you can enter the 4G bonding management interface.

• You can view the information such as uploading and downloading of the SIM card, as shown in the following figure:

K Back O		4G B	onding	
Recording	SIM Cards	Se	tting	Firmware Upgrade
Channel Recording Streaming	Total Data	SIM 1 III NO SIM CARD Signal:	SIM 2 III NO SIM CARD Signal	SIM 3 HILL NO SIM CARD Signal:
Network				
4G Bonding	Total Data: 0.0 B	Speed: Upload: 0.0 bps	Speed. Upload: 0.0 bps	Speed. Upload: 0.0 bps
Audio Settings		Download: 0.0 bps	Download: 0.0 bps	Download: 0.0 bps
OSD Settings	Total Data: 0.0 B	0.081 0.081	0.081 0.081	0.0B1 0.0B1
Live+				
File Transfer		4G Bon	ding Data	
FTP Upload Accou	nt UserName:	Туре:	State: Not Logge	ed In Login
General Settings Da		Available:	Used:	
About				

• It can set APN for SIM, as shown in the following figure:

K Back			4G Bon	ding		o
Recording		SIM Cards	Setti	1 <u>8</u>	Firmware Upgrade	
Channel Recording	Redundancy	Upload		N		
Streaming		Download			Submit	
Network						
4G Bonding						
Audio Settings						
OSD Settings						
Live+						
File Transfer			4G Bondir	ng Data		
FTP Upload	Account	UserName:	Туре:	State: Not Logge	d In Login	
General Settings			Available:	Used:		
About						
About						

• The upgrade of the bonding module firmware can be performed as shown in the following figure:

K Back	0-		4G Bon	ding	
Recording		SIM Cards	Setti	ng	Firmware Upgrade
Channel Recording			Current Version:5.	2.2.13 Lastest Version:	
Streaming	Description				
Network					
4G Bonding					
Audio Settings					
OSD Settings					
Live+					
File Transfer	0	~	4G Bondi	ng Data	
FTP Upload	Account	UserName:	Туре:	State: Not Logge	d In Login
General Settings			Available:	Used:	
About					

• Bonding can be used after logging in, and data can also be purchased online.

Note: Only the 4G bonding version supports 4G bonding management settings.

5) Network Speed Test

After connecting to the network, you can test the upload/download connection status of the network in real time, as shown in the following figure:

K Back) (e-	s	ettings	-0
Recording	Ethernet	Wifi	4G Bonding	Network Speed Test
Channel Recording				
Streaming				
Network				China
4G Bonding		11		Japan
Audio Settings		[]	\sim	Sinmonoro
OSD Settings		Interface:		Singapore
Live+		UploadRate:		France
File Transfer		DownloadRate:		USA
FTP Upload		Curi	rentRate	
General Settings		0%	100%	
About				
		Start		

Remarks: The standard version, 4G bonding version, and Wireless Image Transmitter version all support the speed test function.

3.2.9 Live+

Use Live+ to make connected devices implement interactive functions and simple deployment. The setup interface is shown below:

× 🗸 Back	10		Live+ Inter	action	
Recording		-		10 100411	1010.0
Channel Recording		PGM	SDI-1 SD	HDMI-1	HDMI-2
Streaming		Master	Physical	XLR	
Network		480P	720P	1080P	
4G Bonding		64Khps	128Kbos	256Kbos	
Audio Settings		очнора	Tronops	zoonops	
OSD Settings		Address: nddip.nag	asoft.cn	Port: 80	Apply
Live+	÷		Live+ U	nite)	
File Transfer		4	5 6 0	8 7	Connect
FTP Upload			2 2 2	<u> </u>	
General Settings		SDI-1	SDI-2 HDI	HDMI-2	NET
About					
		L			

1) Live + interaction

It is used to set the interactive video and audio parameters that need to be output when it is used as an interactive source, mainly including the settings of video source, audio source, video quality, and audio bitrate. If a Live + service is deployed in the local area network, the server can be customized and port as shown below:



2) Live+ Unite

For connecting to the main venue, first you need to know the director ID of the main venue equipment (if it is NSCaster X1, you can select Live + device when the channel is loaded), and then select the main venue screen to display on the channel when connected, as shown below:

•				Live+	Unite			
Enter ID	<u>4</u>	<u>5</u>	<u>6</u>	<u>0</u>	<u>8</u>	7	Connect	
	SDI-1	SDI	-2	нс	DMI-1	HDMI-2	NET	
Log Info								l I

3.2.10 File Transfer

File transfer between local files and USB flash drives as shown below:

K Back					File Transfer				
Channel Recording	â	£	ā	S		â	£	â	Ø
Recording	thumb				< 🗎 >				
Streaming	🚔 01.mp4	94		151.89МВ 6.56GB					
Audio Settings	— 2160_x1.	mp4		333.20MB					
Clock	💼 《吻别》: 💼 张学友	英文版MTV-Ta_ 一千个伤心的理(x1.mp4 曲.mp4	8.09MB 73.61MB	>				
Network	💼 🦛 纳加企业:	宣传片.mp4		741.67MB	<				
File Transfer	■● 纳加校园:	宣传片.mp4 go-1080P8m.m	ip4	422.65MB 144.90MB					
General Settings	➡ 薛之謙・》	員員.5771.1080 日	P.MV.93side_x1	· 162.64MB			\$	~	
About	/video		20	1.36GB/228.16GB		,			0KB/0KB
		•							Cancel

- 1) Local folder directory description:
 - CG material: Store CG file
 - Picture material: Store custom images, which can also be used for image overlay function and picture-in-picture custom template background.
 - Recording: The "channel" folder stores channel recording files, "pgm" folder to store PGM recording files.
 - Video material: Store DDR playback video. It only supports mp4 format and goes to B frame video, and if the format is incorrect, it will prompt "Import failed". (Solution: Download the transcoding tool to transcode the video, the link is: <u>http://cdn.nagasoft.cn/download/x1/x1transcode.zip</u>) as shown below:



- Font: stores the font set, which is used to set the font of characters. It supports OTF / TTF / TTC / TTF format. The imported fonts or deleted fonts need to restart the device to take effect. Note: different system languages need to find the corresponding language font set. For example, traditional characters use traditional font set.
- 2) The button operation is as follows:
 - Button 🌆 : Return to the main interface directory of the file
 - Button 🔄 : Return to the previous directory
 - Button 💼 : Delete files
 - Button 🖸 : Refresh
 - Button : Choose a different USB flash drive/ different partitions of the same USB flash drive
 - Button 🛤 🔛 : Slide up and down
 - Button : Copy locally to a USB flash drive
 - Button Copy from USB flash drive to local
 - Button Use : During file copying, cancel the copy by the cancel button. Copy progress can refer to the percentage status of the progress bar.
 - There are two ways to select a file: First is "single choice" which click on the corresponding file to select and the selected state is yellow highlighted. The second is "multiple selection" which long press the corresponding file or folder to select and the selected state is orange highlighted. To cancel the multi-select status, click the refresh button.

3.2.11 FTP Upload

FTP upload supports FTP / ftp / SFTP protocol, in which the default port of FTP / FTP is 21 and the default port of SFTP is 22. After filling in the host, port, user name and password of the FTP server, you can test whether the FTP connection is normal.

After setting, the recorded files will be automatically loaded into the upload queue for uploading; in the upload queue list, you can change the priority of the uploaded files, delete a single file, or clear the content of the upload queue. The setting interface is as follows:

K Back	 	FTP U	pload	Di	
Recording					
Channel Recording	192.168.0.223		Ports	21	_
Streaming	Users gg		Password:	•	0
Network	Root Folder: /			Test connectio	on:
4G Bonding	Make date folder	Upload	inidle	Automatic upload	
Audio Settings	Filename Date	Ume Ella	aine Stat	ne Datale	
OSD Settings		11176 T 116			-
Live+					
File Transfer					
FTP Upload					
General Settings					
About					
	*			*	

•Create date Directory: when uploading, the current date folder will be created automatically to store files. (if the user does not have permission to create a directory, the upload will fail)

•Upload in free time: when streaming and recording are stopped, it is free time.

• Delete uploaded local file: after uploading a recording file, delete the recording file in the "file copy record" folder.

•Automatic upload: automatically upload the files in the upload queue after it is turned on.

3.2.12 Automation

Automation module is divided into Triggers, REST, control keyboard three part of functions. As shown below:

	6		- 6	Automation) — — — — — — — — — — — — — — — — — — —		
ording		Trig	grs	REST		Control Keyboard		
reaming		56. - 202 - 112						
tput Settings	No. Triggers	Trigger Param	Source	Action PTZ Gato Preset	Input	Action Param	Duration	Delay
etwork	02 Audiometer Greater Ti	han(DB) -10		PTZ Goto Preset	i.	15	500	
udio Settings	03 Audiometer Greater Ti	han(DB) - 30		Transition			500	
SD Settings	64 Audiometer Greater T	han(08) - 40	3	Transition			500	
ve+								
le Transfer								
'P Upload								
utomation								
eneral Settings								
oout								



 \mathbb{Z} 1)Triggers: Click on the button and set the Triggers conditions, as shown below:

< Back	•		-C AI	utomation)			
Recording		Triggers		REST	Control	eyboard		
Streaming	K Back		Trigger editor			~		
utput Settings							1	Delay
twork	Audiometer							0
dio Settings	Greater Than(DB)							
D Settings	12							0
re+	Sum							
e Transfer	SDI-1	SDI-2 HDMI-1	HDMI-2	NET	DDR	XLR		
P Upload	PTZ Goto Preset	Transition						
tomation	All and the second second							
neral Settings	SDI-1	SDI-2 HDMI-1	HDMF2	NET	DDR			
out	Stopfores :	(finalla-Diffuscossi)	produtivestati					
	0	500	0					
			2 😌		亩			Enable

to add and edit Triggers. Pop up the Triggers interface,

(1) Triggers parameters: the Triggers can be triggered when the audio source volume is larger than the setting parameters, and the audio detection range of the triggers is-40 ~ 20dB.

(2) Source: select the Audio Source Channel.

(3) Action: Select the action to trigger. Call PTZ PRESET: access the camera and set the preset before triggering. TRANSITION: transfer to the channel after the trigger condition has been met.

(4) Input: select the trigger channel.

(5) Action parameters: The preset position of PTZ.

(6) Duration: The duration of the trigger.

(7) Delay time: delay trigger when trigger condition is reached.

Delete a single trigger condition. (8) Button instructions: Delete the list of

Enable Enable or turn off the trigger. When the trigger is turned trigger conditions. on, the icon preased appears next to the time of the main interface. 14:59:59 🚳 | CUT |

2)REST:Click the ON button to start the REST service, which uses the REST API to access and control the device. Devices use a mechanism similar to OAUTH2, where applications can only get tokens using a specific user name and password, and require the client ID and key to match the device. The client ID and key are randomly generated and can be modified with a length of 32 characters. After modification, click the 'Apply' button and apply directly.

to view the key.

Here is what it looks like:

K Back o			Automation)		
Recording		Triggers			Control Key	board	
Streaming							
Output Settings	REST Service		 				ON
NDI HX Output						0000	
Network						8090	
Audio Settings			7f74Bb	o02aE0D4	41A83411d5	D6ef88fft1	
OSD Settings							•
Live+							
File Transfer						Apply	
FTP Upload							
Automation							
General Settings							
About							

3)Control keyboard: Click on the enable button, displayed as 'Enabled' status. Plug USB into NCP-X1 keyboard to control device. Here's what it looks like:

K Back			A	utomation)	
Recording		Triggers		RES⊤	Control Keyboard	
Streaming						
Output Settings	Control Keyboard	-				ON
Network						
Audio Settings						
OSD Settings						
Live+						
File Transfer						
FTP Upload						
Automation						
General Settings						
About						

3.2.13 General Settings

The general configuration interface is divided into the following functions:



1) Project format: Support create, modify, delete and switch projects. It support 1080p25/30/50/60 standard. And the default project setting is 'default/25p'

A. New project: fill in the project name, select the standard and confirm the new project; the completed project will be displayed in the project list.

B. Click the button to modify the properties of the current project. Switching mode belongs to the internal mode switching of the same project, and it needs to restart the program to switch successfully.

C. Open the project to view the project list. You can delete a single project from the list or clear all projects. The occupied projects are not in the project list and will not be affected by clearing.

D. Switch projects. For switching between different projects, select the project to be switched in the project list. Project switching will make other configured local parameters switch as well.

Note: switching project and switching mode need to restart the program to switch successfully.

- 2) TimeZone: The default is GMT + 8. Clicking the left (or right) key will decrease 1 (or increase 1) in the current time zone.
- 3) Fan speed: Control the fan speed (0-100%)



- 4) Language: Support real-time language switching (Simplified Chinese, Traditional Chinese, English, German).
- 5) Assist: A. Mouse: enable/disable mouse to operate,
 - B. Tally: enable/disable Tally output
 - C. Shortcuts: use the keyboard to switch the PGM screen and operate the subtitle.

D. Device password: after it is enabled, you need to input the device password every time you start the machine. (if you forget the password, you can restore the factory settings or find technical support)

E. Lock screen: enter the device password to unlock.



6) Record/Stream: A.Enable channel recording: when enabled, the channel recording menu will appear. You can set the parameters related to channel recording. When it is not enabled, the menu will be hidden

B. Lock streaming: when enabled, the push stream button in the main interface is not used.

C. Lock record: when enabled, the 'record' button in the main interface is not used.

D. Lock mute: when enabled, the 'mute' button in the main interface is not used.

E. Streaming after boot: when enabled, the device will automatically stream after startup.

- 7) Brightness: You can adjust the screen brightness according to the actual scene.
- 8) DDR Channel: Can set the state of the video when the DDR channel is cut in and out.
- 9) Net Caching: Buffer time can be set for network flow and Live + connection, the unit is in ms. The default is 1000ms for network flow and 0ms for live + connection.
- 10) System Power: Reboot or restore factory settings. The factory reset will delete all user settings such as data, recorded videos, imported videos and pictures. After that, the device will restart.

3.2.14 About

The device information interface displays the details of the current device. In that interface, user can also do the software update and firmware update when there is available. To activate the NDI | HX input/output function, click the activation button to enter the correct key and then restart the device. The interface looks like this:

K Back e		About	
Recording	Device Madely	NCC-storV1	
Streaming	Device Model:	NSCASIEIXI	
Output Settings	Serial Number:	NSCX1SZ20181207010	納加數字导播引擎
Network			
Audio Settings	K Back	NDI HX 激活	
OSD Settings	1		
Live+	Enter a license key		
File Transfer		Activation	
FTP Upload			
Automation	NOULIN	(FO) which is a first second sec	
General Settings	NDI[HX:	4.5.2 INACTIVATED Activation	
About	Vendor:	Nagasoft	
	Copyright (C) 2006	-2021 Nagasoft Corporation.	

K Back	0	At	out	•
Recording Streaming	Device Model:	NSCasterX1W		
Output Settings	Serial Number:	NSCX1WSZ2019051801	5	<u></u> 城加数字导播引擎
Audio Settings	Firmware Version:	21.1.21.0/1.2		
OSD Settings Live+	Software Version:	1.2.2177.0		
File Transfer FTP Upload	SDK Version:	2.47		
Automation General Settings	NDI HX:	4.5.2 Inactivated	Activation	
About	Vendor:	Nagasoft		
	Copyright (C) 2006-2(021 Nagasoft Corporation.		

4 Questions and Answers

Q1. What should I do if the camera signal is not displayed?

Ans: NSCaster-X1 is automatically identify the input signal. HDMI input supports SD and HD all formats but for the SDI input, it only supports HD all-standard which means that it does not support SD. If the camera signal cannot be displayed, please confirm that the camera is turned on and make sure the camera is connected to the NSCaster-X1 device input port properly. If using SDI input, make sure that it is not SD. If all of the above are normal, you can connect the camera to the monitor to check whether there is a signal or not. If all of the above are normal, please call us at 400-086-0078 for technical support.

Q2. What should I do if the live webcast is not stream?

Ans: First, use the network test function to test and make sure that the device is properly connected. After that, check the upload and download speed whether is normal or not. Then confirm whether the server address, port, and publishing point/flow name are correct.

Q3. What can I do if WIFI cannot connect?

Ans: First, check if the WIFI antenna is connected properly, then check if the 4G antenna is misused. After that, check if the WIFI is enabled in the software.

Q4. What can I do if 4G cannot connect?

Ans: First, check if the 4G SIM card is plugged in, then check the 4G antenna whether is connected or not and use the correct 4G antenna or not. After that, check if 4G is enabled in the software. If all of the above are normal, call 4G operator customer service to check if there is a balance on the 4G card.

Q5. What should I do if the device fails to boot?

Ans: First, check if the power is plugged in, and the power switch is pressed to the power-on position. If all of the above are normal, please email to help@nagashare.com for technical support.

5 Appendix

5.1 YouTube Live Settings

Step 1: Create a live event on YouTube.

1. Enter (<u>http://www.youtube.com</u>) in your browser, click the "Sign In" button in the upper right corner of the page, and enter your account and password, as shown in the figure below:



Google	Welcome
to continue to YouTube	nagashare4u@gmail.com v
Email or phone	Enter your password
Forgot email?	
Not your computer? Use Guest mode to sign in privately. Learn more	Forgot password? Next
Create account Next	

2. After login, select the YouTube Studio function to enter its setting interface, as shown in the figure below:



3. Click the Live icon and select "Events" to create a live event, as shown below:



C STREAM NOW

4. In the setting interface, click "New Live Event" to start creating a new live event, as shown in the figure below:

Une Breets, - No. Sales		- 0
+ C # yunter	Refer December 10 52/100007561	a 😝
her you're krait ei y bid. Ye	uer to routipe Bodia"	Amari to Poultan Dado
	🖈 Important. All creations are califyined to belle active to comply with the Oldback-Scheler Privacy Protection Act and/or other laws. Review pare channel and white sattings. Laws.com	1. A
	🔆 Varies legally required to comply with the Offichanic Deline Protocolses Act and/or other loss. Tracino philypted to bill as it your five ensues to make for bits, the Line Control Beam. (b)	telline General Bases
	Events is going away soon	1
	Law Expend Rum and lawse here ends cleans to give for the enverying to 10 million 178 registers the Benefit has you're conserts young with a next of a terge investment to 10 million for the end of the year. Device on the index to keen about Law Comparison and the stands it within a stand of a tergement of the stands on enverse.	0
	watch solida eo to Cive contract tooth	
	Events	Ø Versilansen
	() there * the Appendix *	
	SS SS<	
	Instantia (Instantia)	
	Image: The summary build of	
	C Status Status C Sta	

5. Write the name of the live event and the start time. Keep the other settings as default. Once you done, click "Create event" to create a new live event, as shown in the figure below:

/ tolo and Servings		Execute Costie count
Basic Info Title Tockay 540 PM Add and time Add and time Add and time	Patter	
Description Trigs (e.g., abert kinstein, flying pig, machagi Fings (e.g., abert kinstein, flying pig, machagi Finnon: Trigs (e.g., abert kinstein), abert to the pigens (e.g., abert to the second constraints) Finnon: Trigs (e.g., abert to the second constraints)	e Converti (no e recomplications) en	
		Some changes als mit yet speed. Canad Course name

6. After creating the event, set the resolution and frame rate for the event. Select "Reusable Stream Key" in "Main Camera", and click "Create New Stream", as shown below:

Viend and actings - ingebuon actings - Cards 11, Live Conduct Room	View on Watch Page
esting	Cancel Save changes
Aain Caimera Add a Camera	
kunska sil	
Please upload as large an image as possible (suggested: 1280x720) since the imi	age will also be used as the preview image when your event is
embedded on other sites. You can upload a JPG, GIF, BMP, or PNG tile. Maximum t	hie size is 2MB.
Browse	
elect type of stream key	
honse between a single-use or reusable stream key. Reusable keys are named and allow for easier u	next stream setup, recurring events, or simultaneous events of the
the second strike of the same stream ray. Results they are named and show for easier	text encent setup, reducing evenue, or annulaneous evenus of the
ame quality.	
ame quality.	
arme quality.	
arme quality.	
Single-use stream key Reserve the stream key	
New You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Reusable stream key	
NEW You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Reusable stream key Reusable stream key	
Anno quality. NEW You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Reusable stream key Science a stream key Create new stream	
Single-use stream key Reusable stream key Select a stream Create new stream Manage streams	
ame quality. NEW You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Reusable stream key Reusable stream key Create new stream Manage streams ns. 480p.2018-11-05T07:51:55.0002 (480p)	
ame quality. Yew You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Reusable stream key Reusable stream key Create new stream Manage streams ns: 480p_2018-11-05T07:31:58.0002 (480p) test (720p)	
ame quality. Yew You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Reusable stream key Reusable stream key Create new stream Manage streams ns. 480p_2018-11-05T07:31:53.000Z (480p) test (720p) Test2 (720p)	
NEW You no longer need to specify the resolution and framerate for new stream keys. Single-use stream key Beusable stream key Create new stream Manage streams ns. 480p_2018-11-05T07:31:53.0002 (480p) tost (720p) Test2 (720p) Test2 (720p)	

7. In the new video stream setting interface, write the "Name" and "Description", select "Variable (beta)" for maximum continuous bitrate, and click Save, as shown in the figure below:

Description Maximum sustained bitrate that you can support: Variable (BETA)	Aaximum sustained bitrate that you can support: Variable (BETA)	Name	128 character(s) remaining
Maximum sustained bitrate that you can support: Variable (BETA)	Aaximum sustained bitrate that you can support: Variable (BETA) - Enable 60fps	Description	
Maximum sustained bitrate that you can support: Variable (BETA) - Enable 60fps	Maximum sustained bitrate that you can support: Variable (BETA) - Enable 60fps		
Maximum sustained bitrate that you can support: Variable (BETA)	Maximum sustained bitrate that you can support: Variable (BETA) - Enable 60fps		
Variable (BETA) - Enable 60fps 📀	Variable (BETA) -		
Enable 60fps	Enable 60fps 🛛	Maximum sustained bitrate that you (can support:
		Maximum sustained bitrate that you Variable (BETA) —	can support:
		Maximum sustained bitrate that you (Variable (BETA) - Enable 60fps 2	can support:

8. Select the "Video Stream Key" set in the previous step and other parameters are default. Click "Save Changes" to create a live event.

esting	Cancel Save change
lain Camera Add a Camera	2
humbnail	
Please upload as large an image as possible (suggeste embedded on other sites. You can upload a JPG, GIF, Br Browse	d: 1280x720) since the image will also be used as the preview image when your event is MP or PNG file. Maximum file size is 2MB.
elect type of stream key	
hoose between a single-use or reusable stream key. Reusable keys are na ame quality.	amed and allow for easier next stream setup, recurring events, or simultaneous events of th
NEW You no longer need to specify the resolution and framerate for new	v stream keys
Single-use stream key	
Reveable stream key @	

Step 2: Use NSCaster X1 to stream to YouTube

1. In the setting interface of X1, select "Streaming" and select YouTube, as shown in the figure below:

K Back	0		Streamin	g Settings		
Recording		7700	10000			
Channel Recording		720P	1080P			
Streaming		1Mbps	2Mbps	4Mbps	6000 kbps	
Network		25 FPS	30 FPS	50 FPS	60 FPS	
4G Bonding		1 Second	2 Seconds	4 Seconds		
Audio Settings		1 Second	2 Seconds	4 Seconds	Second	
OSD Settings		64Kbps	128Kbps	256Kbps	320Kbps	
Live+			Streamin	ng Server		•
File Transfer		Mudu 🕸	AndLive 🔅	Youtube 💿	Facebook 🙋	
FTP Upload		RTMP 🐼				
General Settings						
About						

2. Click the settings button of YouTube to enter the YouTube login interface, as shown in the figure below:

* 🗸 Back	0	Streaming Settings	
Recording	< Back	Youtube	~
Channel Recording			
Streaming)0 _{kbps}
Network			PS
4G Bonding			
Audio Settings		Login with Youtube	Second
OSD Settings			bps
Live+			
File Transfer			\$
FTP Upload			
General Settings			
About			

3. After entering the account and password, enter the live event setting interface, as shown below:

< Back		Streaming Settings)	
Recording	< Back	Youtube	~	
Channel Recording				
Streaming				00 _{kbps}
Network	Live Events			PS
Audio Settings	nv=1		^	
OSD Settings			~	Second
Live+	Audio		Refresh	bps
File Transfer	· · ·			
FTP Upload	Server	Editevent Add event		¢
General Settings				
About	Logout		Next	

Select the live event created in step one, such as "nv=1", and click "Next".

4. Select the video stream parameters corresponding to the live event. For example, the TEMP set in step 1 is the "TEMP-variable", and click Next after selection as shown below:

🕻 Back	0		Stream	ning Settings	D	
Recording		K Back	Youtube		~	
Channel Recording						
Streaming						00 _{kbps}
Network		Live stream list				PS
Audio Settings		TEMP-variable			^	
OSD Settings		NSCasterX1-variable			~	Second
Live+					Refresh	bps
File Transfer						•
FTP Upload						ø
General Settings						
About		Logout	В	ack	Next	

5. After the setting is successful, the message "The live broadcast has been successfully created, waiting for streaming ..." is displayed, indicating that the live broadcast setting parameters have been completed and waiting to start streaming.

< Back	6-	Streaming Settings		-0
Recording	K Back	Youtube	~	
Channel Recording				
Streaming				00 _{kbps}
Network				PS
Audio Settings				
OSD Settings		\sim		Second
Live+		Ŭ		lbps
File Transfer		Success!		
FTP Upload		Waiting for stream data		¢
General Settings				
About		Logout Reset		

Click to confirm that the setting is complete. Do not click Reset Live.

6. After the setting is completed, click the cloud button, and observe the upload speed to determine whether the stream is normal.



Step 3: Watch live on YouTube.

After logging in, you can watch the live broadcast on the corresponding playback page.

5.2 Facebook Live Settings

Step 1: Use NSCaster X1 to stream to Facebook

1. In the setting interface of X1, select "Streaming" and select Facebook, as shown in the figure below:

K Back			Streamin	g Settings	
Recording		7308	10908		
Channel Recording		TEOT	10001		-
Streaming		1Mbps	2Mbps	4Mbps	6000 kbps
Network		25 FPS	30 FPS	50 FPS	60 FPS
4G Bonding		1 Second	2 Seconds	4 Seconds	
Audio Settings					Second
OSD Settings		64Kbps	128Kbps	256Kbps	320Kbps
Live+	0		Streami	ng Server	
File Transfer		Mudu 🗔	AndLive 🔯	Youtube 🧔	Facebook 😳
FTP Upload		aura			
General Settings		¥			
About					

2. Click the Facebook settings button to enter the Facebook login interface, as shown below:

* 🗸 Back	Streaming Settings	-0
Recording	Passolution 7200 10000	
Channel Recording	1207	
Streaming	C Back Facebook	cop0 kbps
Network		PS
4G Bonding	If Server URL	
Audio Settings	rtmps://live-api-s.facebook.com:443/rtmp/	D
OSD Settings		bps
Live+	· · ·	
File Transfer		ф
FTP Upload	PTIMP 205	
General Settings		
About		

- 3. Enter your Facebook Server URL and Stream Key from Facebook.
- 4. After the setting is completed, click the cloud button, and observe the upload speed to determine whether the stream is normal, as shown in the figure:



Step 2: Log in to Facebook

1. Facebook page, as shown below:



2. Refresh the login account page, you can see the live broadcast screen later, as shown below:



5.3 CG Editor Operation

5.3.1 Interface

1. Project setting interface

Project Settings		
Resolution:	1920 px × 1080 px	
Aspect Ratio(P):	Square Pixel 1.0 🔻	
Frame Rate(<u>F</u>):	25 fps	
Preset(<u>K</u>):	1080P 1920x1080 25fps	T
	🗹 Set as Default	
	ОКО	Exit(X)

Usually select the "Preset".

2. Main interface

NSCGEditor /		Text Sample		5 *** = 'une •6 x
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- 1) CG page management area
- 2) Work area
- 3) Element selection area
- 4) Data operation area
- 5) System setting area
- 6) Display area

5.3.2 Remote Publishing

Before remote publishing, you need to connect the CG editor and NSCaster together to publish CG remotely. In the system settings area, click to configure, as shown below:



Click to add the NSCaster that needs to publish CG remotely, and fill in the name (custom), IP, and the password (default is admin), as shown in the figure below:

NSCaster List	3111
	NSCaster
NSCaster	192.169.0.1
	Remember Password

After the addition is complete, select the added NSC aster in the NSC aster list, and then click Connect.

5.3.3 CG Page

In the CG page management area, click \bullet to create a new CG page or open existing CG file (a CG file can contain one or more CG pages). The data source can support EXCEL table or RRS. At the same time, the CG page can be displayed in the corresponding channel.

1. CG Page Operation

Click the [+] icon in the CG page management area to select a new CG page (including Excel/RSS/blank CG page). The operation interface is shown below:



- 1) Page status
- 2) Page name (Optional)
- 3) Play a remote CG
- 4) Pause a remote CG
- 5) Stop remote CG
- 6) CG page settings
- 7) Update CG
- 8) Publish/Unpublish CG
- 9) Right-click on a CG page to optionally delete the page
- 2. CG Page Settings

Create a new CG page, and click the setting button to pop up the setting interface. The interface is shown below:



- 1) Loop Settings: Loop once and loop based on timing.
- 2) Loop Direction: Top to bottom and Bottom to top.
- 3) Loop Starting Item: Start from top, start from bottom, start from selected item.
- 4) After the loop parameter setting is completed, click Start to perform loop playback.
- 3. CG Page Specified Display

The CG can be specified into the corresponding channel, as shown in the figure below:



Select the [Channel] button and select the channel in the list to directly put the selected CG on the corresponding channel. It can be used to display different advertisements, subtitles when switching channels.
5.3.4 CG Element



- 1) Text
- 2) Picture/GIF/sequence picture
- 3) Channel
- 4) Clock/Timer
- 5) Graphics
- 6) Dynamic data
- 7) Suitable for size
- 8) Preview
- 9) Show/hide safety box
- 10) Alignment
- 11) Add row to table
- 12) Add column to table

CG elements include text, pictures, picture sequences, clock, timer, custom pictures, and dynamic data. It is described as follow:

1. Text

Click the text button in the CG element selection area to create a new text element in the workspace. Click the icon on the text to set the parameters, as shown in the figure below:



1)Basic Parameters

Move X and Y represent pixels moving in the X or Y direction every second. Negative numbers indicate moving to the left and positive numbers indicate moving to the right. The larger the value, the faster the movement speed. Combining display duration, moving duration, loop cycle and number of loops can achieve a marguee effect.

Set "Angle" and "Speed" in the rotation parameters to rotate at a certain speed and angle.

The unit of the loop cycle is second. For example, if the cycle is set to 3 and the number of times is 3, it means that 3 seconds is a movement cycle and a total of 3 cycles are performed. Cycle is set to 0 or Number of times is set to 0 or 1 to indicate that no loop operation is performed.

The "Z-Order" parameter is similar to the cascade concept, and can set the cascade effect of multiple elements. A larger value corresponds to the bottom layer, and a smaller value corresponds to the upper layer. The "Alpha" parameter refers to the degree of light transmission, which can affect its effect of overlapping with another element.

"Moving" refers to the length of moving. "Display" refers to the length of time displayed during the moving duration, and "fade in/out" refers to the effect of the element when it is displayed and disappears, and the unit is second. If the moving duration is set to 10 seconds and displayed as 3 seconds, it means that elements can be displayed in the first three seconds, and no elements are displayed in the next two seconds.

2)Extend Parameter

You can set font style, size, bold, italics, alignment, text colour, border colour, border size and border transparency. Among them, "Multiline" means that the font is converted into multiple lines in the frame, and "Wordwrap" means that a line of text is longer than the length of the frame, and a line of text is truncated to two lines of text.

3)The scroll parameter

You can set the text scroll range, the direction of the loop, the movement speed, and the loop scroll.

2. Picture (Sequence Picture/GIF)

Click the picture button in the CG element selection area, and a dialog box for selecting a picture file will pop up. After selecting the corresponding picture, the picture element will be added to the work area. Pictures support BMP/JPG/JPEG and PNG formats. Click the to the picture to set its parameters, as shown below:

Picture X	Picture X
Common Extend	Common Extend
ID 3 Name CG 3	Border
Size	Size Color
X 537 W 941	Shadow
Y 204 H 82	Blur X Y Color
Z.Order 0	
Move X 0.00 Y 0.00 Rotation	Self Adaptation
A	Picture Adaptation 🔹
Angle 000 speed 000	Picture Type
Loop	Local File 🔹
Cycle 0.00 Times 1	•
Alpha 100	
Display 0 Moving 0.00	
Fade In/Out 0.00	

Basic parameters: Please refer to "Text - Basic Parameters" description.

Extend parameters: You can activate the border settings, including its size and colour. You can also activate the shadow settings, including blur values, x and y direction shadows and shadow colours. Last, select picture adaptation and picture type.

3. Clock / Timer

Click the clock/timer button in the CG element selection area to add into the workspace. Click the selection on timer or clock to set its parameters, as shown below:



Basic parameters: Please refer to "Text - Basic Parameters" description.

Text parameters: You can set font style, size, bold, italics, text alignment, text colour, border colour, border size, border transparency and fade time. Among them, "Multiline" means that the font is converted into multiple lines in the frame, and "Wordwrap" means that the length of a line of text exceeds the length of the frame, and a line of text is truncated into two lines of text.

Extend parameters: Clock and timer extend parameters are shown below:



The clock extension parameters can be set to display the format or customized. Customization should follow the format of the prompt. The timer extension parameter can select the clock format, and can set the initial value to be timed according to addition or subtraction.

4. Channel

It can be used to display the content of another channel to achieve the effect which similar to picture-in-picture. Click the similar to be its parameters, as shown in the figure below:



Basic parameters: Please refer to "Text - Basic Parameters" description.

Extend parameters: First, select the channel to be loaded, crop the channel data after loading, set the border and shadow parameters, and select the picture to adapt.

5. Graphics

You can customize the graphics, as shown below:

	Selection of color		Pe	ncil		Arrow
Brush Size	-	Shap select	ion		Line	
]	,	/.	>
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Click the sit icon to set its parameters, as shown below:



Basic parameters: Please refer to "Text - Basic Parameters" description.

Extend parameters: Edge size and colour can be set, and rectangle fillet size can be set.

6. Dynamic Data

After importing the EXCEL table, or loading an RSS, or adding rows and columns, you can select text and picture columns in the dynamic data to set them.

5.3.5 System Settings



- 1. Device Connection: Refer to the description of "Remote Publishing" chapter.
- 2. CG project naming: Custom project name.
- 3. Settings: Contains project format settings, shortcut key settings, and copyright information, as shown in the following figure:

袋 Settings		×
Project Format		
Shortcut	Settings Dialog	Shift+S
Updates	File	Alt+F
About	New Project	Ctrl+N
	Save Project	Ctrl+S
	Open Project	Ctrl+O
	Save As	Shift+Ctrl+S
	Delete project	Ctrl+D
	Data List	Ctrl+T
		OK Cancel