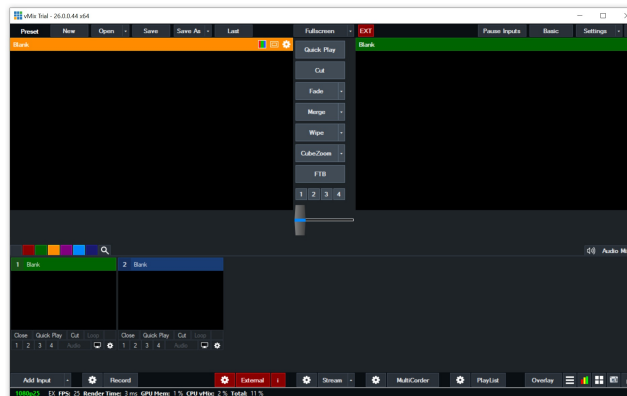


# vMix

Please [read how to find the setup a match \(/scoring/create-match/sources/third-party\)](#) first.

[vMix \(https://www.vmix.com/\)](https://www.vmix.com/) is a popular, paid, streaming tool available on Windows and is the preferred tool for many sports professional broadcasters for its ability to produce instant replays and work well with local closed circuit systems like a *Jumbotron*/"big screen" at sporting venues.

If you are new to third party tooling, consider trying [OBS \(/scoring/create-match/sources/third-party/obs\)](#) first as vMix satisfies much more of a professional niche.

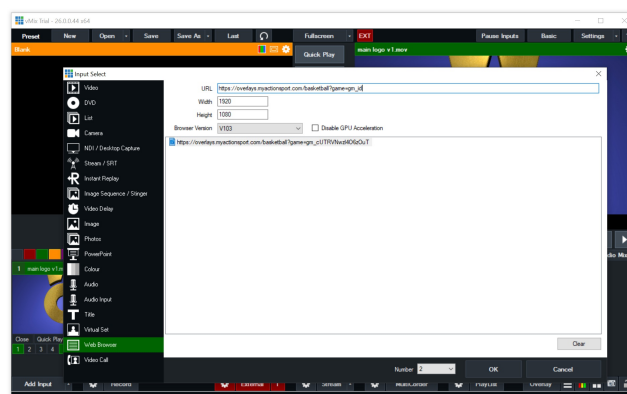


An empty vMix instance. Attach all your video/audio sources in here.

vMix produces highly sophisticated tooling that allows for fully developed graphical output, local replays for "big screens"/*Jumbotron* and more sophisticated input sources. If you have B-roll (like advertising or interviews) available, vMix provides excellent interfaces for cutting these into your livestream.

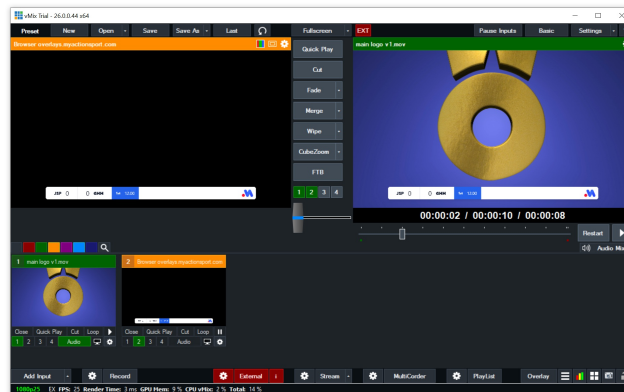
The basic steps for integrating MAS and vMix are:

- [Start a new match in MAS \(/scoring/create-match\)](#) and [retrieve the overlay URL \(/scoring/create-match/sources/third-party#finding-the-overlay-server\)](#)
- Add your video and audio "Inputs" into vMix
- Create a new "Web Browser Input" in vMix

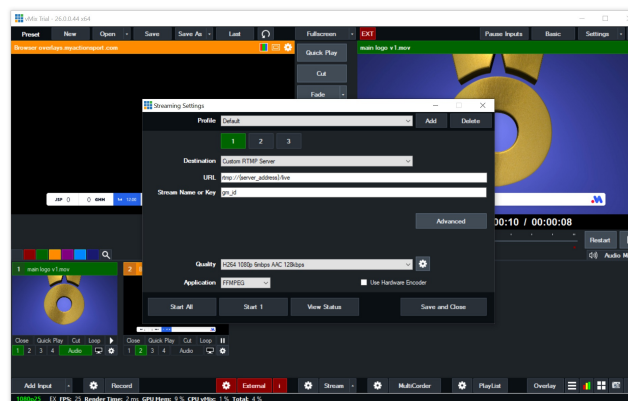


- Configure your overlay with the [URL generated by the scoring app \(/scoring/create-match/sources/third-party#finding-the-overlay-server\)](#). In this example the overlay source takes the form `https://overlays.myactionsport.com/{scoring_keyboard}?game={game_id}`
- Set the size of the overlay to draw "full screen" (i.e. whatever resolution your video will broadcast at - if in doubt: width: 1920, height: 1080 is 1080P and default for most destinations).
- Set the Browser Version (this is Chrome-(ium) under the hood, we develop against the most recent

- version) to be the highest number/most recent version available
- Ignore/default the Disable GPU Acceleration values unless you are ***certain you know what you are doing***.



- Ensure the overlay is the last input source, it will draw full-screen with a transparency layer so you can see the video underneath it.



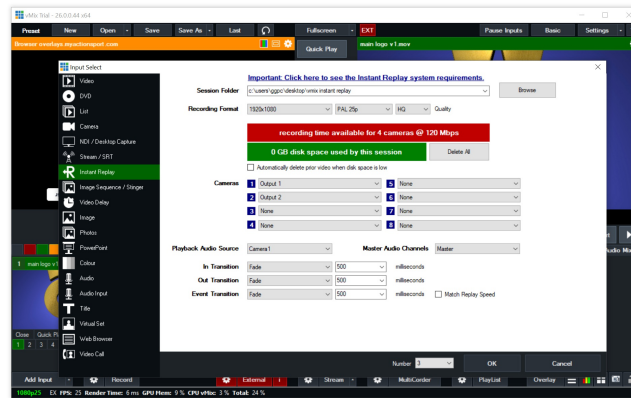
- The final step is to "Start Streaming" in vMix. If streaming to MAS, do this by:
  1. Opening the "Stream Settings" window
  2. Select "Destination" Custom RTMP Server...
  3. Input the [MAS Video Server RTMP URL \(/scoring/create-match/sources/third-party#finding-the-video-server\)](https://www.mas.com/scoring/create-match/sources/third-party#finding-the-video-server) up to and including the /live/ part
  4. Use the Game ID part of the URL (i.e. gm\_{some\_random\_value}) as the Stream Name or Key.

If you have instructed MAS to receive a video stream (such as for post-match replays), you ***must stream to MAS to keep your overlay alive and do this within 10 minutes of going live*** even if you are sending it to another service first. Otherwise, make sure to end your games properly. If you would like to stream directly at your own YouTube/custom URL and/or want to output to multiple destinations at the same time you could try:

- [Stream directly out of vMix \(https://www.vmix.com/help23/index.htm?SettingsOutputs.html\)](https://www.vmix.com/help23/index.htm?SettingsOutputs.html), or;
- [Third party services like Restream.io \(https://restream.io/\)](https://restream.io/) which provide a paid service (consider this if your internet connection is a bit weaker).

## Instant Replays

Instant Replays are an excellent way to augment your broadcast, setting these up before a game will allow you to produce TV style graphics and vMix has a default input source for these.



This is often the biggest reason for using vMix as you can quickly and easily cut to these replays in your broadcast without special configuration. [Read more from the official vMix docs \(https://www.vmix.com/help23/InstantReplay1.html\)](https://www.vmix.com/help23/InstantReplay1.html).