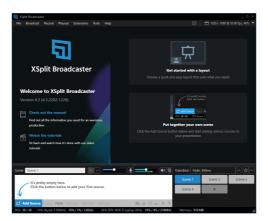
## XSplit Broadcaster

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

<u>XSplit Broadcaster (https://www.xsplit.com/broadcaster)</u> is a popular, paid, streaming tool available on Windows and is the go-to tool for many livestreamers with excellent plugins available out-of-the-box to dramatically improve the quality of your broadcasts. You may wish to look at XSplit if you intend to augment your broadcast with content like a podcast or mid-week show.

If you are new to third party tooling, consider trying <u>OBS</u> first as XSplit provides additional tooling you're unlikely to benefit from immediately.

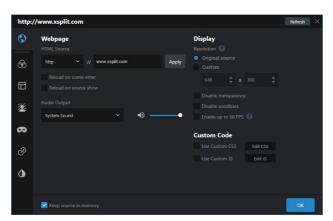


An empty XSplit instance. Attach all your video/audio sources in here.

XSplit produces highly sophisticated tooling that allows for fully developed graphical output, green-screen keyframing, and local broadcasting (like to a screen at the facility).

The basic steps for integrating MAS and XSplit are:

- <u>Start a new match in MAS (/scoring/create-match)</u> and <u>retrieve the overlay URL (/scoring/create-match/sources/third-party#finding-the-overlay-server)</u>
- Add your video and audio "Sources" into XSplit
- Create a new "Webpage Source" in XSplit

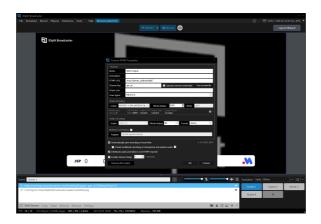


- Configure your overlay with the <u>URL generated by the scoring app (/scoring/create-</u> <u>match/sources/third-party#finding-the-overlay-server</u>). In this example the overlay source takes the form https://overlays.myactionsport.com/{scoring\_keyboard}?game={game\_id}
- Set the size of the overlay to draw "full screen" in the Display > Resolution option (i.e. whatever resolution your video will broadcast at if in doubt: width: 1920, height: 1080 is 1080P and default for most destinations).

- The overlay doesn't produce audio, so you can ignore Audio Output
- Ignore/default the Enable up to 60FPS this is 30FPS by default and will likely just match your framerate. You should only really change this if you intend to broadcast at a *higher* framerate.



• Ensure the overlay is the first/top input source (pay special mind to this when <u>using replays</u> if yuo want the overlay in the replay or not), it will draw full-screen with a transparency layer so you can see the video underneath it.



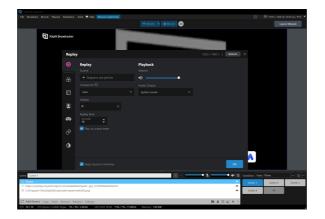
- The final step is to "Start Streaming" in XSplit. If streaming to MAS, do this by:
  - 1. Selecting Broadcast > Set up a new output > Custom RTMP
  - 2. Give the name/description something meaningful to you (e.g. "MAS Output")
  - 3. Input the <u>MAS Video Server RTMP URL (/scoring/create-match/sources/third-party#finding-the-video-server)</u> 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 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:

- <u>Stream directly out of XSplit (https://support.xsplit.com/en/article/multistreaming-to-different-platforms-6ow87s/)</u>, or;
- <u>Third party services like Restream.io (https://restream.io/</u>) 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 XSplit has a default input source for these.



This is often the biggest reason for using XSplit as you can quickly and easily cut to these replays in your broadcast without special configuration. <u>Read more from the official XSplit docs</u> (https://support.xsplit.com/en/article/instant-replay-1vfbqvi/).