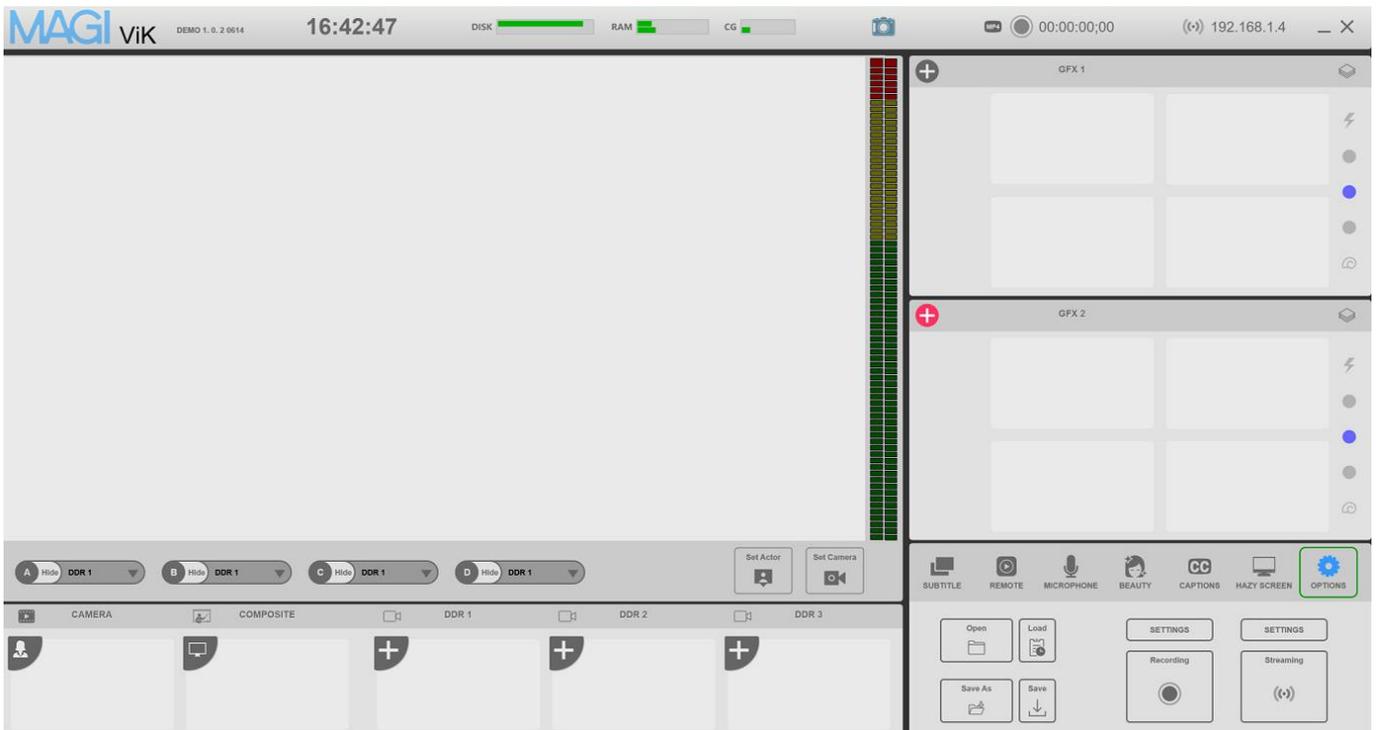


User Manual

3D Virtual Studio Production System For Remote Education & Live Shows

MAGI VIK



Introduction

Thank you very much for using our portable broadcast platform products! please read the manual carefully before using this product.

This manual describes in detail the functions, installation and operation of the portable broadcast station general principles or methods.

This series of portable broadcast station is a high performance, multi - function product of live broadcast switching station.

This manual is applicable to portable broadcast station series products.

Copyright and Trademark Notice

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- MAGI VIK supports the use of NewTek NDI™ technology; "NDI™" is a trademark of NewTek, Inc. For information about NDI™ visit <http://NDI.NewTek.com/>
- All other brand, product, and company names are property of their respective owners, and are used only for identification purposes.
- Specifications subject to change without notice.

Limited Warranty and Disclaimers

Shenzhen Oton Technology Co., Ltd (the Company) warrants to the original registered end user that the product will perform as stated below for a period of one (1) year from the date of shipment from factory:

Hardware and Media. The Product hardware components, including equipment supplied but not manufactured by the Company but NOT including any third party equipment that has been substituted by the Distributor for such equipment (the "Hardware"), will be free from defects in materials and workmanship under normal operating conditions and use.

Software. If software is supplied as part of the product, the software will operate in substantial conformance with specifications set forth in its product user's guide. The Company does not warrant that the software will operate uninterrupted or error-free, will meet your requirements, or that software errors will be corrected.

Standard Warranty

- Oton equipment is guaranteed against any manufacturing defects for one year for limited parts and labor from the date of purchase.
- Oton equipment is guaranteed against any manufacturing defects for one year for limited parts and labor from the date of purchase.
- The original purchase invoice or other documentary evidence should be supplied at the time of any request for repair under warranty.
- The product warranty period begins on the purchase date. If the purchase date is unknown, the product warranty period begins on the thirtieth day after shipment from Oton office.

- Warranty only valid in the country or region of purchase.
- Shipping expenses are at Oton for any delivery claim - you get a defective piece at box just opened.

What Is Not Covered

It is important to note that our warranty is not an unconditional guarantee for the duration of the Program. Any replaced parts become the property of manufacturer. The Program does not apply to the software component of a product or a product which has been damaged due to accident, misuse, abuse, improper installation, usage not in accordance with product specifications and instructions, natural or personal disaster, or unauthorized alterations, repairs or modifications.

The Program Does Not Cover Any Events Such As:

- A. Any damages unrelated to manufacturing defects
 - B. Any unsuitable environment or use of the product, as determined by manufacturer
 - C. Any product which has been modified without official permission from manufacturer, or on which the serial number or warranty sticker has been defaced, modified, or removed
- Damage, deterioration or malfunction resulting from:
- * Accident, abuse, misuse, neglect, fire, water, lightning, or other acts of god, commercial or industrial use, unauthorized product modification or failure to follow instructions included with the product
 - * Third party products using manufacturer components will not be covered by warranty.
 - * Any shipment damages (claims MUST be made with the carrier)
 - * Unauthorized repairs to the product will void the warranty

Software Updates

If software is supplied as part of the product, the Company will supply the encryption lock/licensee with maintenance releases of the Company's proprietary Software Version Release in manufacture at the time of license for a period of one year from the date of license or until such time as the Company issues a new Version Release of the Software, whichever first occurs. To clarify the difference between a Software Version Release and a maintenance release, a maintenance release generally corrects minor operational deficiencies (previously non-implemented features and software errors) contained in the Software, whereas a Software Version Release adds new features and functionality. The Company shall have no obligation to supply you with any new Software Version Release of Oton software or third party software during the warranty period, other than maintenance releases.

Manufacturer reserves the right to refuse to service any product which has been altered, modified or repaired by any non-authorized personnel

Register for 2-year Warranty

Visit <https://otontechnology.com/warranty/> or scan below QR code to register 2-year warranty for your product.



Table of Content

| | |
|--|-----------|
| Introduction..... | 2 |
| Copyright and Trademark Notice..... | 2 |
| Limited Warranty and Disclaimers..... | 2 |
| Standard Warranty..... | 2 |
| What Is Not Covered..... | 3 |
| Software Updates..... | 3 |
| Register for 2-year Warranty..... | 3 |
| Table of Content..... | 4 |
| Overview..... | 5 |
| Key Features..... | 5 |
| Installation..... | 5 |
| General System Requirements..... | 5 |
| Activating MAGI VIK..... | 6 |
| Control Surface..... | 7 |
| Input Configuration..... | 8 |
| Camera Channel..... | 8 |
| Composite Channel..... | 8 |
| DDR Channel..... | 11 |
| Keying Using MAGI VIK..... | 11 |
| Understanding Keying..... | 11 |
| Performing a Chroma Key..... | 12 |
| 3D Virtual Production..... | 13 |
| Adding 3D Scene Template..... | 13 |
| Assign Source for Each Channel OR Hide Channel..... | 13 |
| Relocating/Resizing/Rotating/Zooming Shot..... | 14 |
| Set Virtual Inputs..... | 15 |
| Add 2D Scene From Preset Template..... | 16 |
| Built-in Character Generator..... | 17 |
| Create Custom 2D scene with PinP Effects..... | 18 |
| Add Title Templates..... | 20 |
| Create Custom Titles..... | 20 |
| Quick Multiple Settings For Custom 2D Scene /Titles..... | 22 |
| Controlling Audio..... | 23 |
| Audio Mixing..... | 23 |
| Adjust Volume..... | 错误！未定义书签。 |
| Audio Sync..... | 错误！未定义书签。 |
| Live Streaming via Ethernet..... | 错误！未定义书签。 |
| Video Recording..... | 25 |
| System Settings..... | 26 |
| Upgrade..... | 26 |
| Customer Support..... | 26 |
| Email Contacts..... | 26 |

Overview

MAGI VIK is a 3D virtual production system designed for remote education and 3D program recording, featuring video I/O, keying, compositing and rendering in one single machine. Preset templates and custom options to make sure every event is on-brand and easy to create.

Whether it's a company town hall, a webinar, a presentation or a conference, MAGI VIK provides the tools to create the most immersive content possible and revolutionize story-telling in remote education and media industry.

Key Features

- Extensive inputs format: Cameras, Capture Cards, NDI Stream, RTSP/RTMP/SRT Stream, Virtual Inputs, Powerpoints, Computer sub-screen, DDR etc
- Support 4K UHD Resolution
- A library of 3D Scene for quick setup
- Built-in title/custom 2D scene generator for lower thirds
- Support add caption to live video
- Powerful Chroma key
- Flexible PTZ control and scene control
- Built-in filter for best skin tone
- Built-in audio mixer
- Multicast to 9 destinations at the same time
- Direct recording for playback or post edition
- Support save job setup

Installation

You can install MAGI VIK to any Mac or Windows computer that meets the minimum system requirements,

General System Requirements

- ◆ **Operating System:** Windows 10 or higher
- ◆ **Processor:** Intel i5-10500, 6 core 10th generation or higher
- ◆ **Memory:** DDR4 2666 16GB+ RAM recommended
- ◆ **Hard Drive:** 500GB+ recommended
- ◆ **Graphics Card:** Nvidia GeForce 4GB+ video memory recommended

Activating MAGI VIK

1. Plug in the encryption lock to the USB port of your computer
2. Open [License] and click [Load License], upload the Authorization file, then click [OK] after the Authorization.
3. Click [Close] and your MAGI VIK is activated.

If the computer where MAGI VIK is installed is not on the internet, you can use another computer to activate your license and unlock MAGI VIK, simply plug in the activated USB lock to another computer.

| | | | |
|---------------|---------------------|--------|----------|
| Animation | 11/21/2021 10:28 AM | 应用程序 | 4,087 KB |
| Framework.dll | 11/21/2021 10:28 AM | 应用程序扩展 | 843 KB |
| libcurl.dll | 6/14/2017 3:05 PM | 应用程序扩展 | 544 KB |
| libeay32.dll | 5/13/2014 1:58 PM | 应用程序扩展 | 1,573 KB |
| License | 11/21/2021 10:28 AM | 应用程序 | 3,980 KB |
| PowerPoint | 8/23/2021 6:03 PM | 应用程序 | 150 KB |
| pptloader.dll | 3/10/2020 11:38 AM | 应用程序扩展 | 135 KB |
| ScenePackage | 11/21/2021 10:28 AM | 应用程序 | 3,129 KB |
| ScreenHazier | 12/23/2021 12:32 PM | 应用程序 | 445 KB |

Image 1

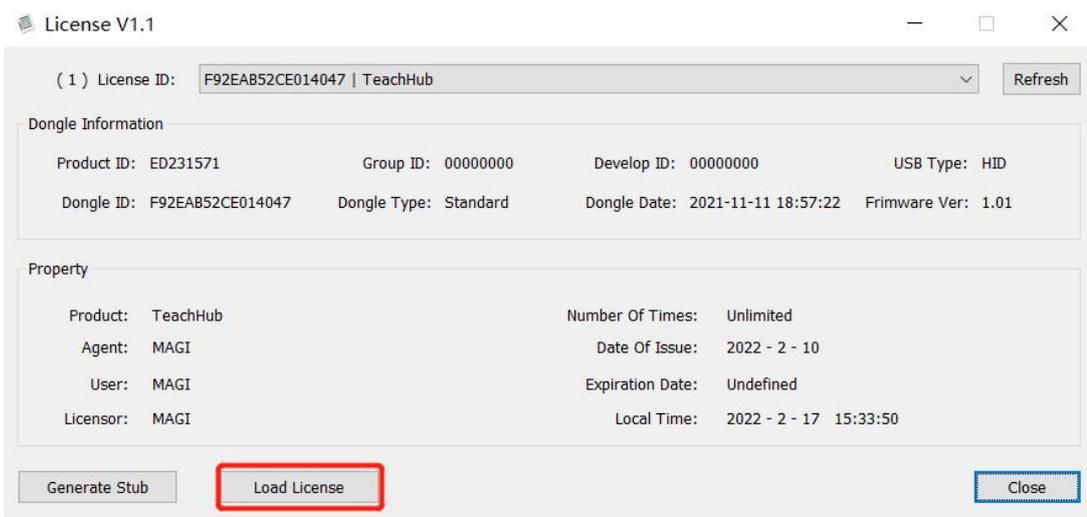


Image 2

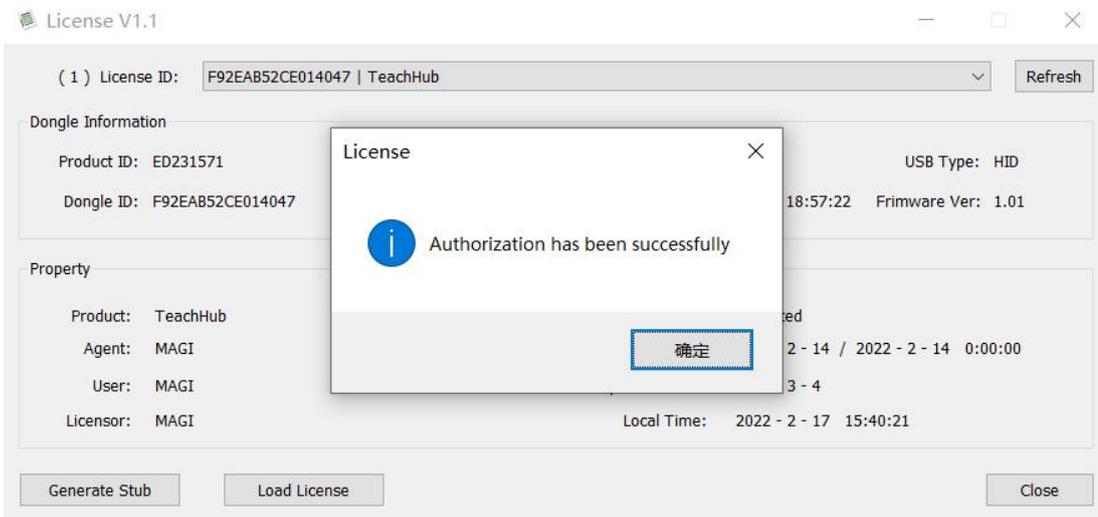


Image 3

Control Surface

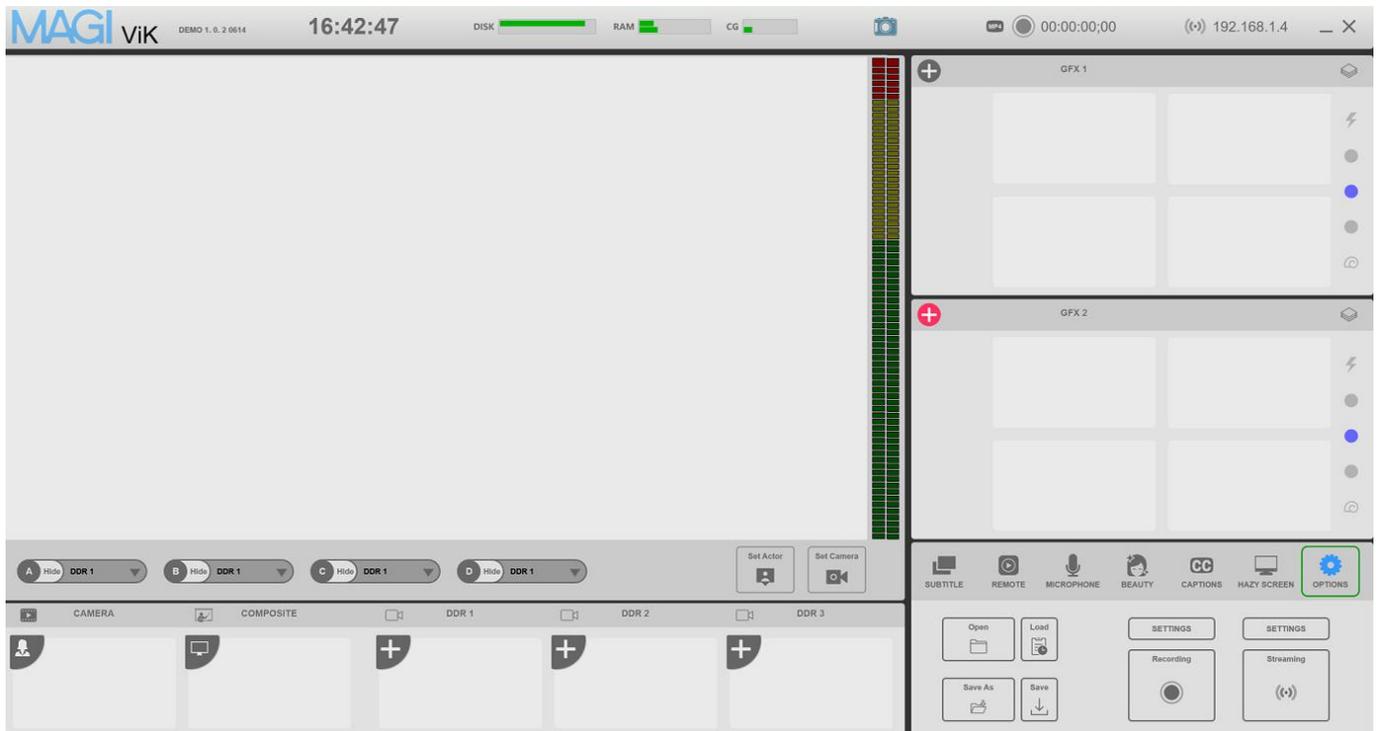


Image 4

| Item | Name | Description |
|------|---------------------|---|
| 1 | Status Display | It shows product name, software version, time, disk status, RAM status, CG status, image crop, video recording status, live streaming status, IP address and turn off icon. |
| 2 | Program Window | It displays the signal that is selected for program, and the window frame will be in red when selected. |
| 3 | Program Audio Meter | It shows the audio level of program video. |
| 4 | Configuration Panel | It shows different menu when you select different sources. |
| 5 | Input Channels | Add USB cameras, computer webcam, USB capture Cards, NDI Stream, RTSP/RTMP Stream, Powerpoints, Computer desktop, DDR etc. |
| 6 | Virtual Inputs | Load 3D virtual scene and virtual inputs here. |
| 7 | Switching Control | Select cut directing switching here and configure transition duration. |
| 8 | Menu & Settings | System, subtitle, playlist control, audio control, beauty/filter, captions, hazy screen settings |

Input Configuration

Camera Channel

Add external cameras, computer webcam, USB capture Card or fill video here.

- **Computer Webcam:** Your computer computer will be captured to the Channel named *Camera* automatically, resolution and frame rate are auto recognized.
- **External Camera or Capture Cards :** In order to connect external cameras or captures card, you need to set the camera or capture cards as the webcam for computer.

Windows System (win 10 system)

1. Press [Windows + S] and type [Control Panel].
2. Choose the first item and click [View Devices and Printers] under [Hardware and Sound].
3. Confirm that the Camera/Capture is there.
4. Right-click on the Camera/Capture and choose [Set this device as the default].

- **Fill Video:** When you need to use the local video as the keying object, you can click the film play icon  on the upper left corner of "Camera" channel and open the video. The keyed video will be loaded into the camera window and the film playback icon  will be replaced by a cross icon . If you want to resume camera signal, simply click on the cross icon .

Composite Channel

Add live input signal that don't require keying here, such as network stream or computer sub-screen.

Adding Computer Sub-screen

1. Click Composite Channel and you will see a new panel above the channel.

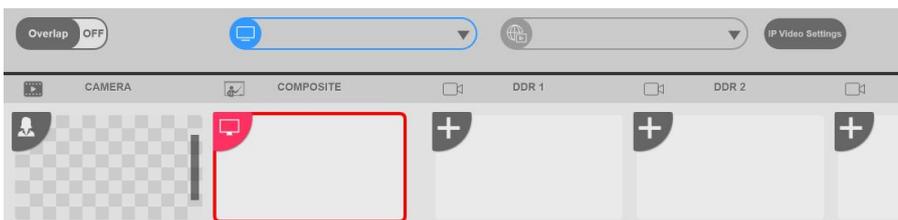


Image 5

2. Click the computer icon  (Image 5) and select the source which named [Display 2], if you want to remove the source, click [Yes]



Image 6

Adding NDI Signal

If there is NDI source in the same LAN network, MAGI VIK can capture the signal, simply press the computer icon to refresh list and select the desired one,

Note:

MAGI VIK support both NDI|HX and full NDI input,

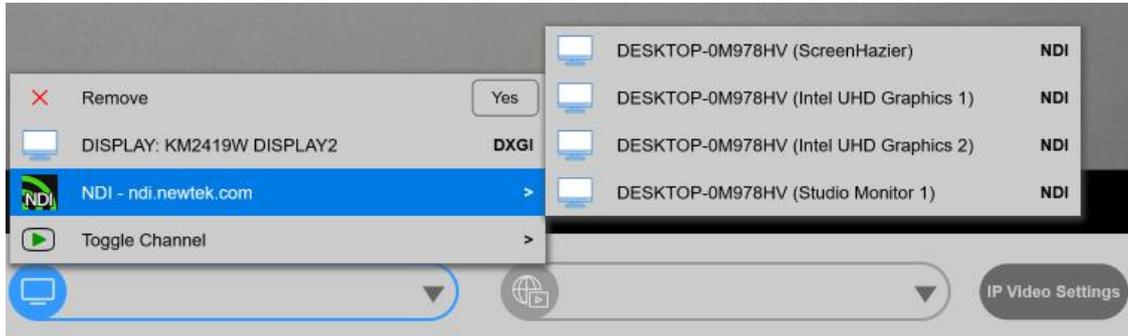


Image 7

Adding Other IP Stream

1. Click [IP video setting] button (see image 5), then click [Add] and give your IP stream a name.

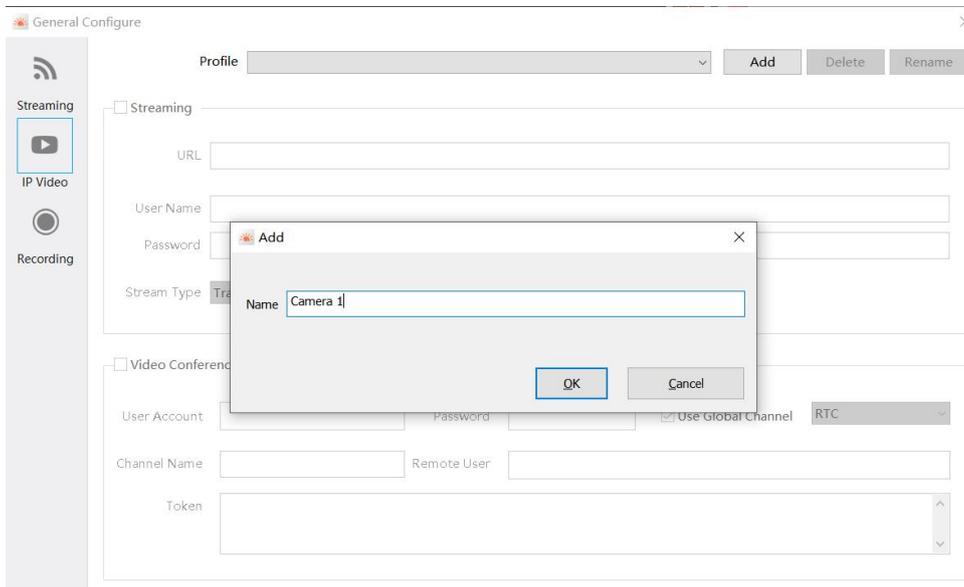


Image 8

2. Copy your IP Stream address, user name and password (if you have), select the need transport protocol and camera control protocol, then click OK.(see image 9)



Image 9

3. Click the computer icon  (Image 5) to switch between different input signal. Click the Triangle  to refresh your list. If you want to remove the signal, click [YES] (image 6)

Note:

1. Supported IP Stream protocol - SRT, RTMP, MMS, HTTP, RTSP, HLS and UDP
2. To load NDI stream or other IP stream, you have to make sure all units share same **sub-net mask** and **gateway** settings so that they can communicate. In addition, the first three fields of numbers in the panel's IP address also need to match, but have their own identifying number in the last field so they won't conflict with each other. This is generally the most important principle to know when working via Ethernet.

Relocating/Zooming Shot

1. Click [composite] channel and enable [overlap], you will see [Area] icon shown on the right.(image 10)



Image 10

2. Click [Area] and the control panel will popup(image 11). Click the arrows to move left/right/front/back, click +/- to zoom in and zoom out. Click [Reset] on the upper right corner if you want to default the changes.



Image 11



Image 12 & 13

DDR Channel

There are 3 DDR channels, click the + on the upper left corner to add videos (up to 4K 60fps) or PowerPoint from your computer or USB drive for each channel (image is also supported for this channel).

To control videos

1. click the corresponding DDR channel and you will see a new new panel(image 14) with DDR control.
2. You can also click [Remote] icon on the menu (image 15) and do the desired control for each channel.



Image 14

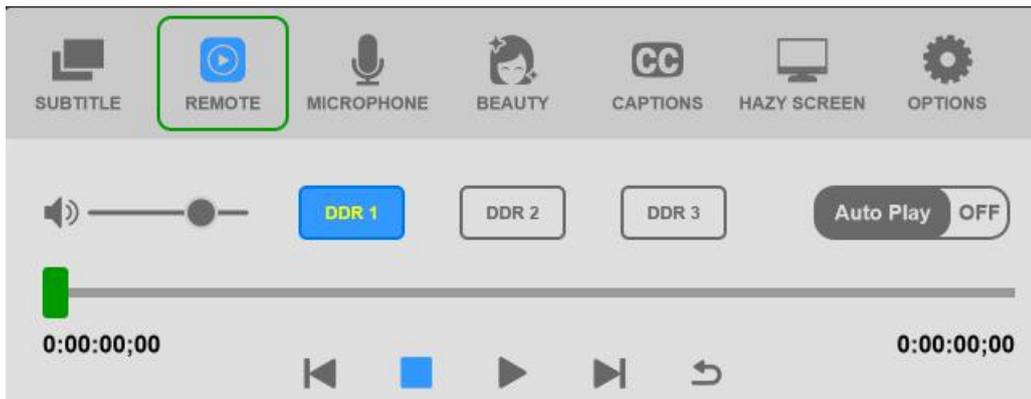


Image 15

To control PowerPoint

Press Page Up or Page Down button on your keyboard to turn pages.

Press Number 0 to play animation for single page.

Keying Using MAGI VIK

Keyers are a powerful production tool that allow the arrangement of visual elements from different sources on the same video image. To do this, multiple layers of video or graphics are stacked on top of the background video. Altering the transparency of various parts of these layers allows the background layer to be visible. This process is called keying. Various techniques are used to create this selective transparency and these correspond to the different types of keyers available on your switcher.

Understanding Keying

A key requires two video sources; the fill signal and the key or cut signal. The fill signal contains a video image which is to be stacked on top of the background, while the cut signal is used to select regions of the fill signal to be made transparent. The fill signal can be selected from [Camera] channel and cut signal can be selected from [Composite] channel or [Graphic] channel. allowing both still and moving images to be used as fill or cut sources.



Image 16

Background

A full screen image

Fill

The image you plan to display on top of your background video. In the case of a chroma key, this is video of the presenter/host in front of the green screen.

Key/Cut

In the case of a chroma key the key/cut signal is generated from the fill signal.

Performing a Chroma Key

MAGI VIK features an advanced chroma keyer with detailed chroma sampling and adjustment options. These controls help you achieve the best key, improving the blend of foreground and background so you can create a more convincing visual effect.

To set up a convincing chroma key using the advanced keyer:

1. Select [camera] channel as fill source. Typically, this source would be from a camera facing a presenter in front of a green screen, or a graphic loaded in a media player.
2. Enable [Keyer] and you will see a new panel with keying adjustment
3. Click [K1] sampling box. With the K1 sampling box selected, you'll see a pipette cursor. .
4. Click the pipette cursor and move it to the position you want to sample.

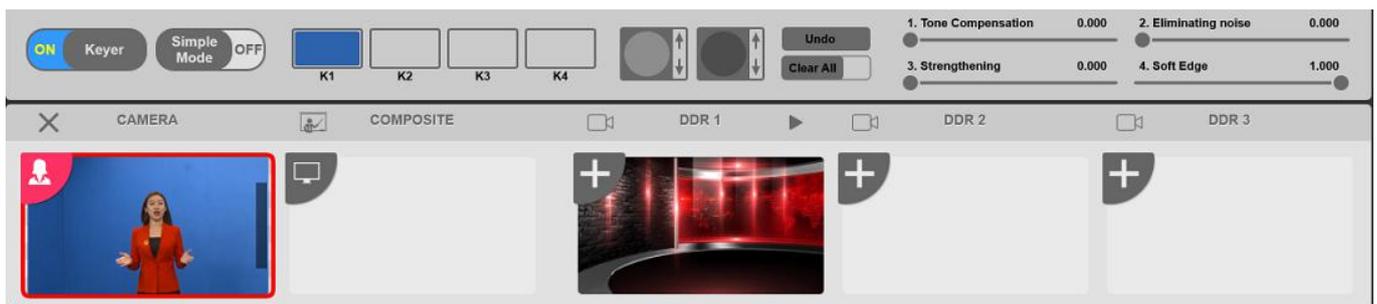


Image 17

Choose a representative area of your green screen that covers as much of the luminance range of the screen as possible. The default size of the cursor is well suited to most green screens that are relatively evenly lit, however if there is a lot of variance in your green screen, you can continue to select K2/K3/K4 for further sampling.

Use Eraser For Clean Background

Use this eraser to fill in any small foreground artifacts left over in the area of the image you want to remove. We recommend moving the eraser until your keyed area is consistently opaque. Click the arrows to enlarge or reduce the eraser diameter for finer erase.

1 - reserve the area , 2 - eliminate the area



Image 18

Fine Tuning your Key using Key Adjustments

Once you have achieved a good chroma sample that removes most of your green screen while generally retaining foreground elements, its time fine tune your key with the 'key adjustments' controls.

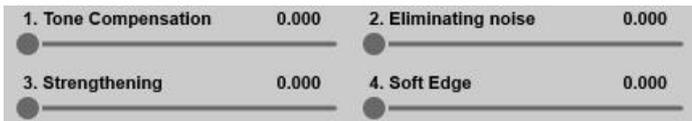


Image 19

3D Virtual Production

Virtual production is the conceptualization and creation of a 3D virtual world in a real-world environment. Virtual production has been around for years and continues to grow in popularity as the production process shifts towards a more flexible remote work structure.

Adding 3D Scene Template

Click  on the upper left corner and add 3D scene template, format - xxx.scene.

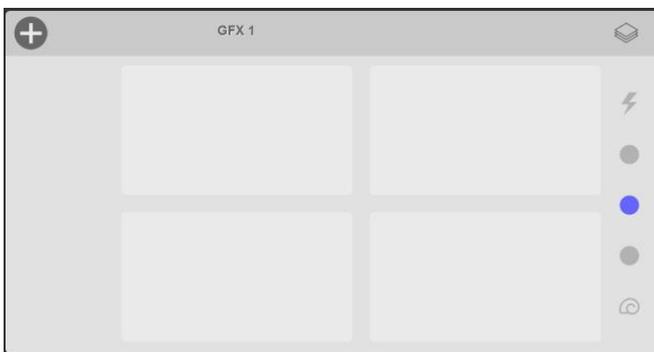


Image 20

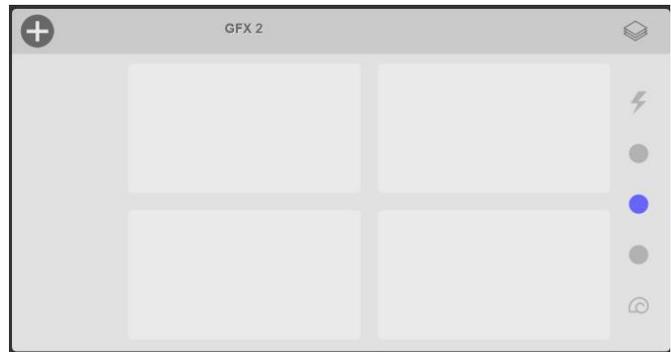


Image 21

Assign Source for Each Channel OR Hide Channel

1. Click the loaded 3D scene (in red frame) and you will see and configuration panel shown on the lower left corner.

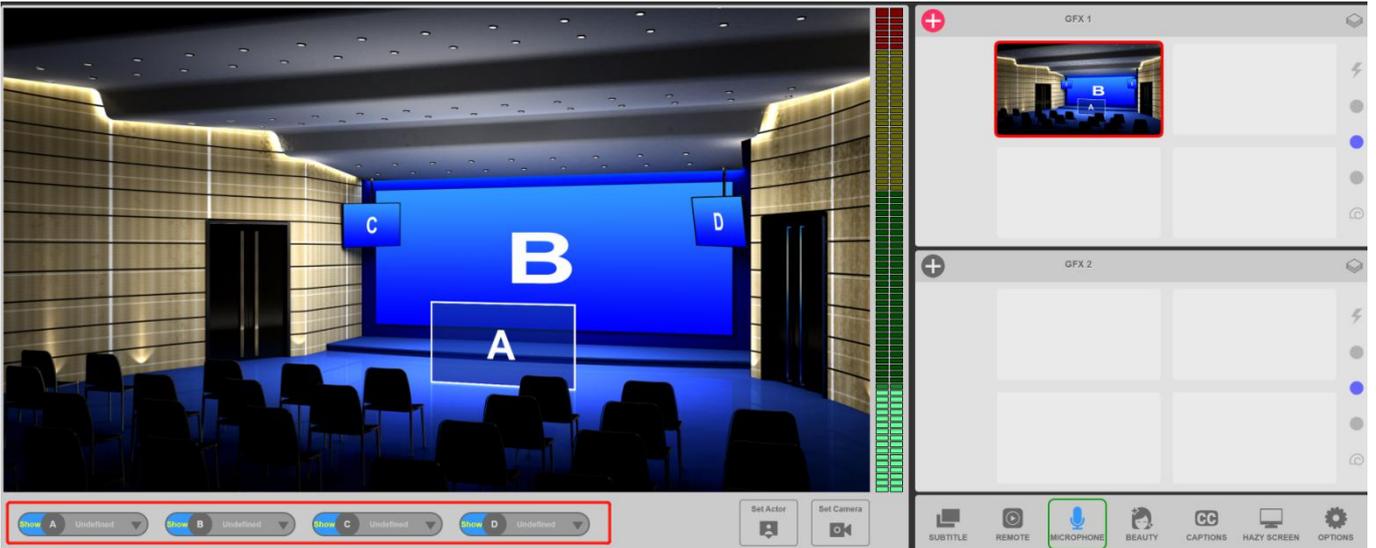


Image 22

2. Click the triangle and assign source for A/B/C/D channel.

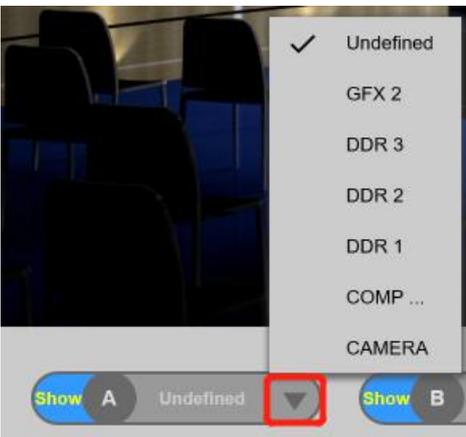


Image 23

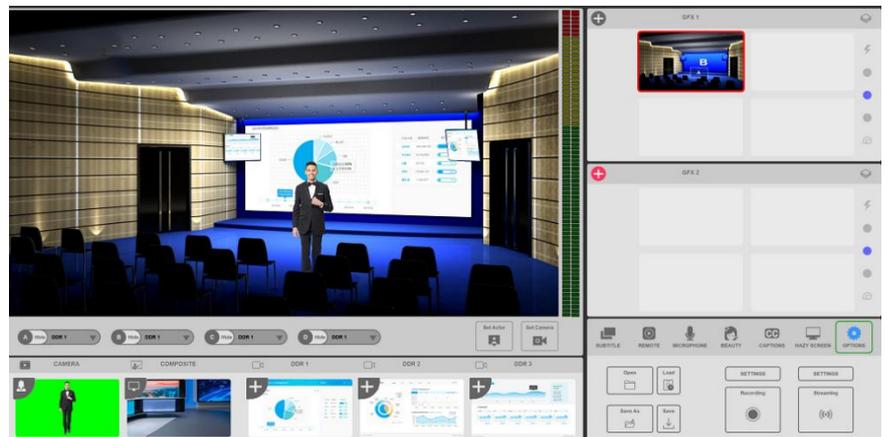


Image 24

3. If you want to hide a channel, simply click the A/B/C/D button for the channel you intend to hide.

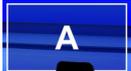
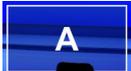
Relocating/Resizing/Rotating/Zooming Shot

1. Click [Set Actor] icon and you will see the control panel.
2. Press A/B/C/D button on your *computer keyboard* to select the channel you intend to control, taking Channel A as example.



Image 25

| Item | Description | Before | After |
|-----------|---|--------|-------|
| Billboard | Face to camera permanently no matter how you adjust the virtual input | | |

| | | | |
|---|--|--|---|
|  | Switch between horizontal video and vertical video |  |  |
| Scale | | | |
|  | Scale down |  |  |
|  | Scale up |  |  |
| Position | | | |
|  | Move to left |  |  |
|  | Move to back |  |  |
|  | Move to front |  |  |
|  | Move to right |  |  |
|  | Move Up |  |  |
|  | Move Down |  |  |
| Rotation (Disabled when Billboard effect is enabled) | | | |
|  | Rotate in clockwise direction |  |  |
|  | Rotate in counter-clockwise direction |  |  |
| Zoom | | | |
|  | Zoom Out |  |  |
|  | Zoom In |  |  |

Set Virtual Inputs

A Virtual Input is a pre-built source set, complete with graphics, that simulates a newsanchor set. For example, you can select a virtual set that displays three layers of decor with two live sources. You can use virtual sets as they are, or you can customize them to meet your needs.

To set virtual input, Click [Set Camera] icon, then click any window under GFX1.

- Left click + drag if you want to move the scene
- Right click + drag if you want to rotate the scene
- Scroll the wheel if you want to zoom in or zoom out

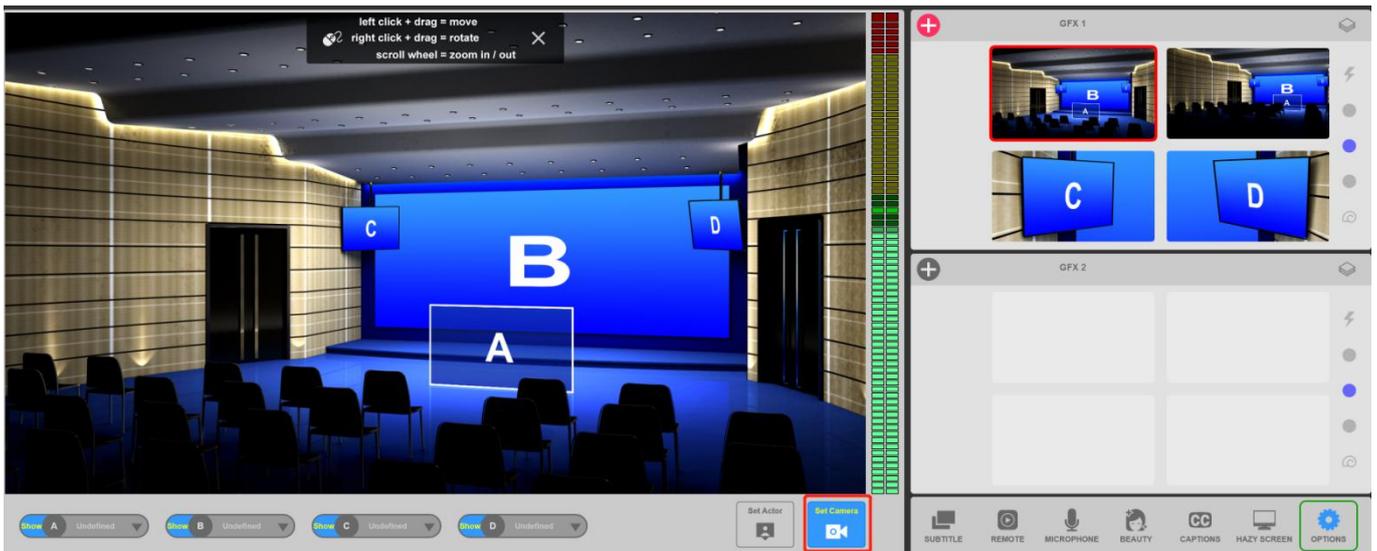


Image 26

Setting Transition Speed

There are 5 settings - Cut direct switching, fast, medium, slow and slowest.

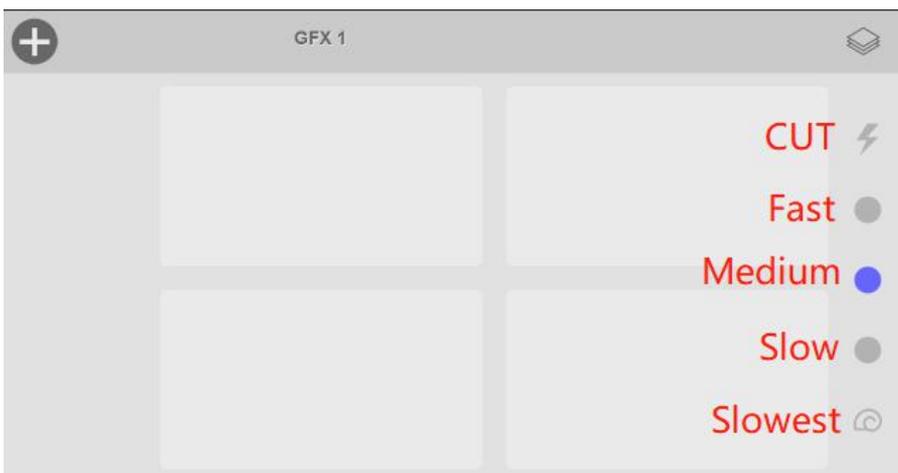


Image 27

Add 2D Scene From Preset Template

1. Click  on the upper left corner and add 2D scene template from resources.
2. Click the triangle and assign source for A/B/C/D channel.

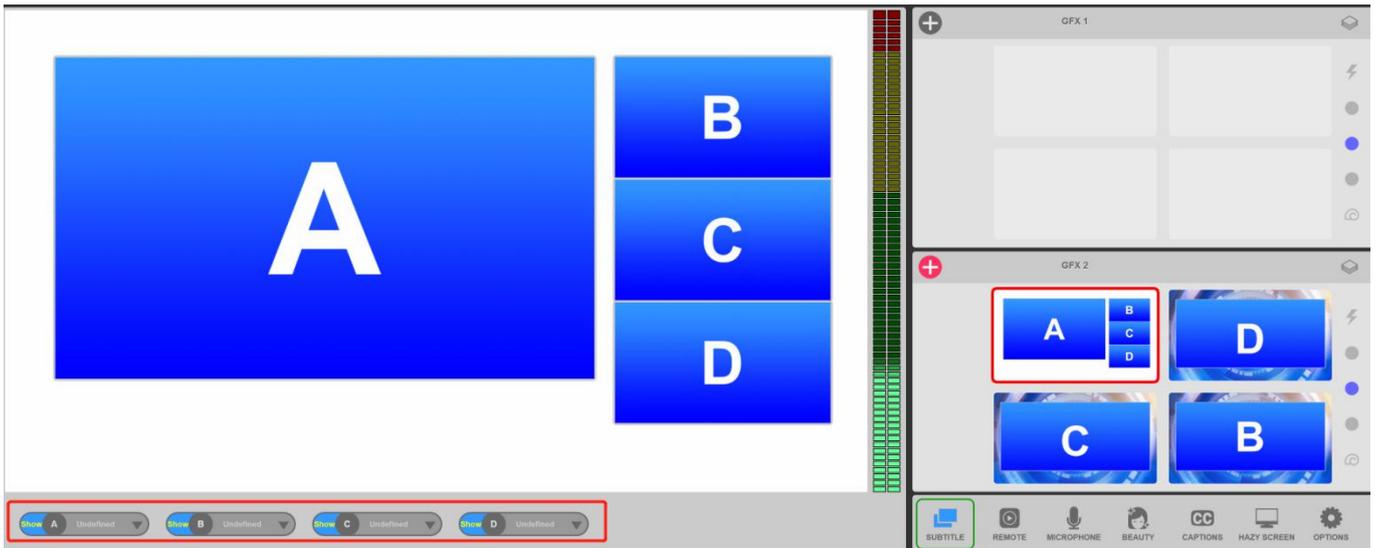


Image 27

Built-in Character Generator

MAGI VIK comes with a built-in character generator so you can create your own title or 2D scene with custom Picture in Picture effects. The character generator supports 12 layer overlay, providing you max freedom for professional titles.



Image 28

| Icon | Description | Icon | Description | Icon | Description | Icon | Description |
|------|--|------|---|------|--|------|---------------------------|
| | Insert Image | | Insert Video | | Insert Audio | | Insert Text |
| | Insert Date | | Insert Time | | Insert Channel | | Insert Shape |
| | Insert Playlist | | Create new file | | Select | | Move/Resize |
| | Rotate | | Assign media for placeholder | | Align text | | Align image |
| | Free resize | | Change Aspect ratio (Width remain the same) | | Quick copy template settings | | |
| | Full screen | | Auxiliary line | | | | |
| | Adjust title/2D scene size by change the number or click the triangle. | | | | | | |
| | Change Color | | Change location | | Change Size | | Change Opacity & Rotation |
| | relocate | | Rolling speed | | Preview title effects on PVW and PGM channel | | |

Create Custom 2D scene with PinP Effects

1. Click icon on either GFX1 or GFX2 to open the subtitle editor. You can also click [Subtitle] menu and click to open subtitle editor.

Note: If you click the in the GFX section which has already added 3D scene there, the newly created 2D scene will replace the 3D scene.



Image 29

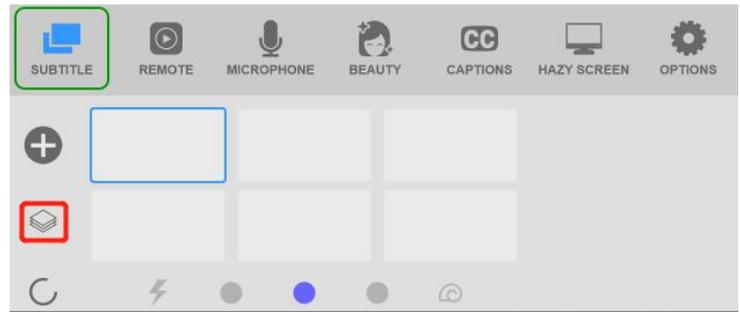


Image 30

2. Click or tab to and drag it to create template placeholder in the edit section.
3. Click to add a image or video background image from your computer or external device. click to resize or relocate your window
4. Click tab and drag it in the edit section to add window(s), click to resize or relocate your window.
5. Click Actor (image 31) to assign channel for the window(s).



Image 31

6. Click  if you want to local time. Select color, time format and time zone.



Image 32

Layers: 12 max
Move up/down layer:
 Right click the layer on the left vertical panel, select move to previous/next/top/bottom. (image 32)
Delete layer:
 Right click the layer on the left vertical panel, select remove. (image 32)
Multi-select Layers:
 1. Press [Shift] button on your keyboard and multi-select the layers.
 2. If an unwanted layer is selected, press [ctrl] button, then click the layer and the selection for that layer will be canceled.

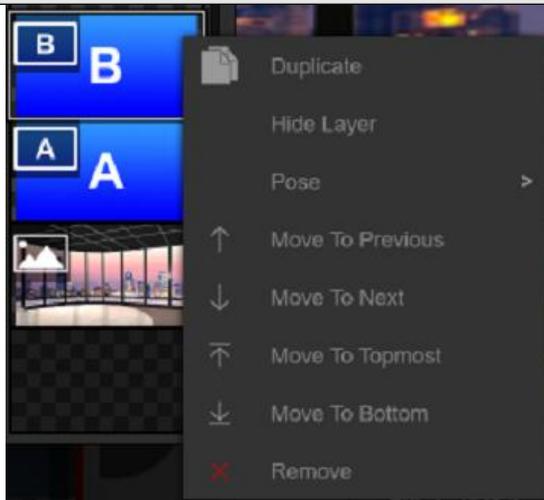


Image 33



image 34

7. Click [File] on the upper right corner, and select [save] or [save as file] and close the edit box.
 8. You will see the created title shown under [Subtitle] header, click the triangle to select source for A/B channel. (image 35)

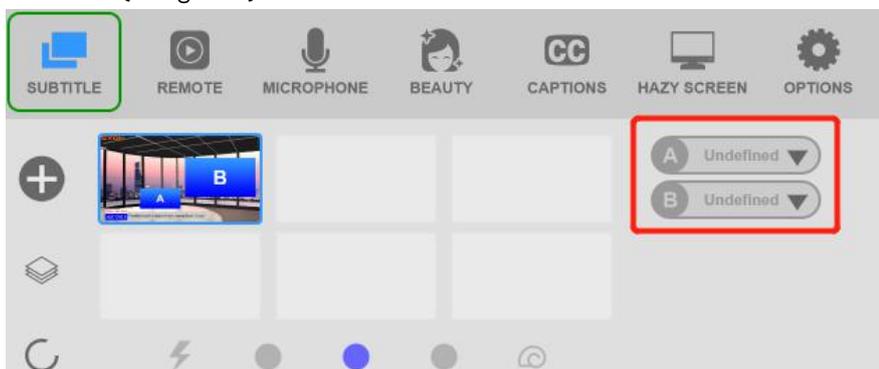


Image 35

9. Click the custom 2D scene and load it on air.

Add Title Templates

Click [File], then click [Import] and select from the resource list.

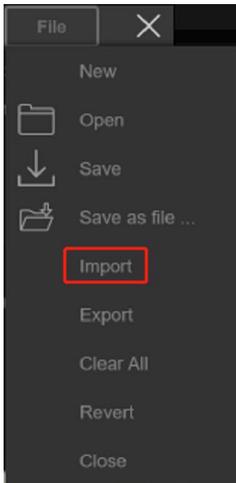


Image 36

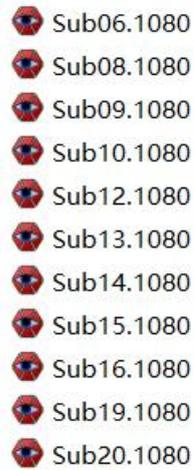


image 37

Create Custom Titles

1. Click  tab and drag it in the edit section to create placeholder for title background.
2. Click [Color] to select background color and click the triangle() if you want to adjust radius.

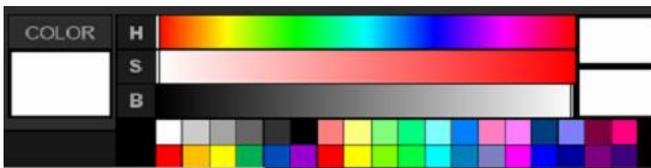


Image 38



image 39

3. Click  tab and drag it in the edit section.
4. Click  to open the text editor and input the texts, then click [apply]

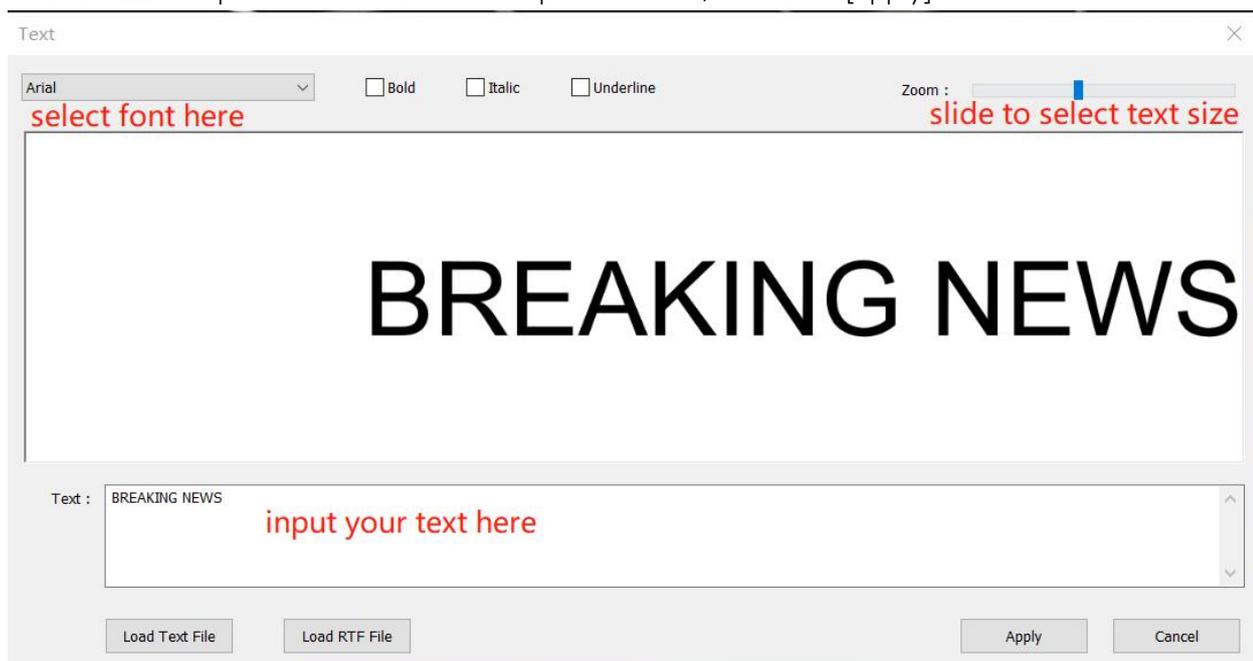


Image 40
20

5. Click  to move the title on the background layer and resize them properly.
6. Click [File], then click [Save] or [Save as file] and close the edit box.

Move up/down layer:

Right click the layer on the left vertical panel, select move to previous/next/top/bottom. (image 32)

Delete layer:

Right click the layer on the left vertical panel, select remove. (image 32)

Multi-select Layers:

1. Press [Shift] button on your keyboard and multi-select the layers.
2. If an unwanted layer is selected, press [ctrl] button, then click the layer and the selection for that layer will be canceled.

7. Click the custom title and load it on air.

Add Captions

Captions is the overarching term referring to the time-stamped transcript of a video. MAGI VIK allows you to add live captions to your broadcasts, it's an important step in making your content more accessible to your viewers. It also may be important to meet compliance standards for your organization, especially schools and governments.

1. Click [Subtitle] and open title editor.
2. Click [File] to Import title template or click  to create a title background.
3. Click  and drag it in the edit section, click  to move it on the title background.
4. Select the text tag to [CAPTIONS] (see image 41)

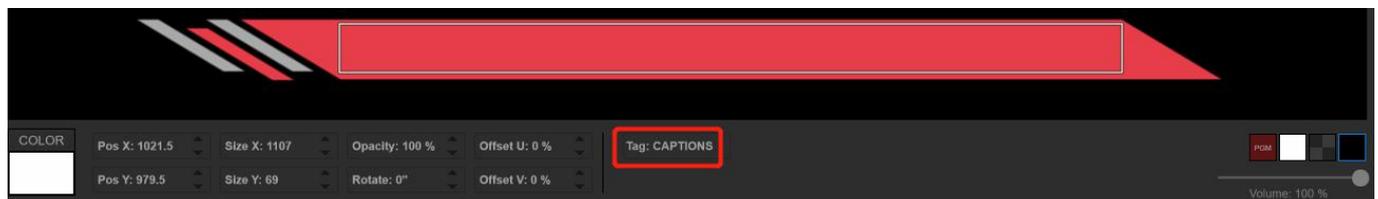
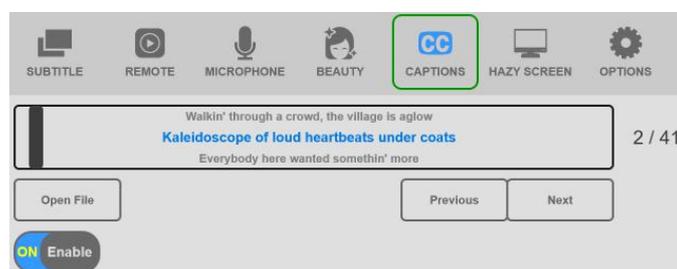
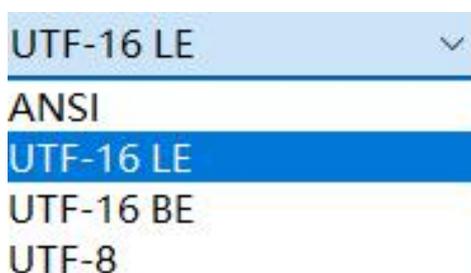


Image 41

5. Click [File] and save the caption template.
6. Create a textbook on your desktop and copy your captions to the textbook(1 line 1 sentence)
7. Save your captions with UTF-16LE or UTF-16BE or ANSI encoding(image 42)



8. Click [Caption] tab and enable caption.
9. Click [open file] and select the captions
10. Click [Subtitle], then click  to load the caption on air.

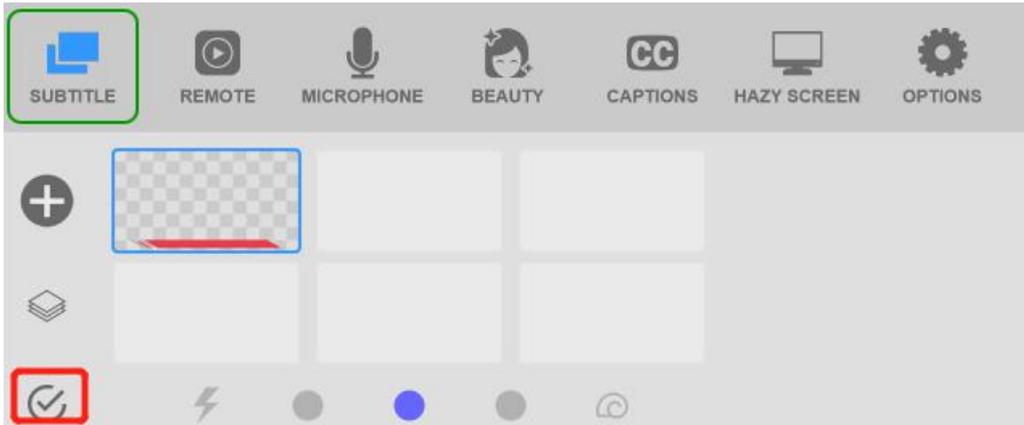


image 44

11. Click [Caption] tab and [previous] or [next] to switch caption(image 43).

Quick Multiple Settings For Custom 2D Scene /Titles

1. Click the horizontal line and select [copy from 1] to start second setting for the graphic or title.

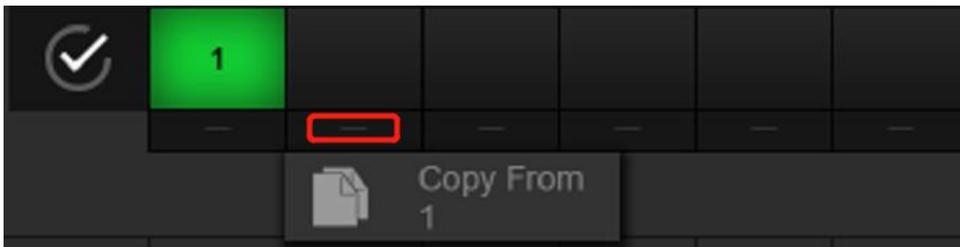


Image 45

2. Add, remove, resize layer as desired, then save it.



Image 46

Controlling Audio

When setting up your production or during your broadcast, you will likely want to control audio levels if the sound is too quiet or too loud. Push up and down the audio controller will increase or decrease the audio level for the respective source. Or you may likely to have one of the channel audio never be heard or follow channel video.



image 47

Audio Control for Sound Card & Capture Card



| | |
|--|------------------------------|
| | Audio delay : 0-1s |
| | select different audio track |
| | Audio meter |
| | Audio on |
| | Currently on air |
| | Audio follow video |
| | Volume control fader |

Audio Control for Camera/Composite/DDR Channel



| | |
|--|----------------------|
| | Audio on |
| | Currently on air |
| | Audio follow video |
| | Volume control fader |

Audio Monitoring

| | |
|--|------------------------------------|
| | Program audio volume control fader |
| | Earphone volume control fader |
| | Audio level is ok |
| | Audio level is slight high |
| | Audio is too crisp |

Beauty

MAGI VIK features with built-in filter for brightness and tone adjustment so that you look good in the video. Simply select the different skin tone and drag the tone/brightness slider for accurate adjustment.

image 48

Video Output

Recording

Live Streaming

Before you can broadcast with MAGI VIK, you must configure your output settings. MAGI VIK enables you to specify many output settings for your presentation. You can configure MAGI VIK to broadcast multiple data rates simultaneously, broadcast with different encoders at the same time.

Destination Settings

To broadcast with MAGI VIK, you define at least one destination. A destination can be a broadcast server or content distribution network. Given enough bandwidth, you can stream to combinations of RTMP server by adding new destinations to the output settings.



To enable live streaming on N8:

- ① Press [MENU] button or click gear icon  on the dashboard and click [Live Address Setting]
- ② Use the built-in keyboard to input your stream URL for RTMP1 and RTMP2 and click [Save]
- ③ Click [Enable check box] if you'd like to activate either address.
- ④ If you'd like to configure the streaming parameters like resolution, bit rate, please click [Live Parameters Setting] for configuration

High Bitrate - RTMP1 Address, Low Bitrate - RTMP2 Address

- ⑤ Press [STREAM] button on panel to enable live streaming, press it again to stop live streaming.

Tips:

If you'd like to bulk import live streaming address from USB drive

- ① Connect USB drive to the USB port of Geek N8, click [Setting] > [Export] to export rtmp.ini template
- ② Open rtmp.ini file in notebook and save your live streaming address accordingly.
- ③ Save rtmp.ini in your USB drive and plug in the USB to USB2.0/3.0 port of N8.
- ④ Press [MENU] button or click gear icon  on the dashboard and click [Live Address Setting]
- ⑤ Click [Import] and select the RTMP addresses by clicking [Address 1-6]

Video Recording

MAGI VIK lets you record your live stream video to USB drive via USB port on your computer. Simply plug in an USB disk or hard drive to the USB port and click [RECORD] button and you are now recording your broadcast, to stop recording, simply click [RECORD] again. You can start or stop recording anytime and the clips will be saved in your USB drive in time sequence. Plus, You can live broadcast the playbacks to share again the exciting moments with your audiences.

Note:

1. Supported USB drive format: FAT32,NTSF, EXFAT
2. Please make sure the capacity of your USB drive is larger than 1GB, it will stop recording when the capacity is less than 200MB.
3. Recording video format: MP4
4. Recording resolution and bitrate are the same with what you live on air, if you enable multi-stream, then you will get 2 clips (high bitrate version & low bitrate version) for each recording.

System Settings

Upgrade

Customer Support

Oton offers technical support through our website and email.

Email Contacts

- Sales: sales@otontechnology.com
- Support: support@otontechnology.com

Website Links

- Online Store:
- Support: <https://otontechnology.com/technical-support/>

We welcomes comments, feedback, and suggestions about your experience with oton products. You can reach us at info@otontechnology.com