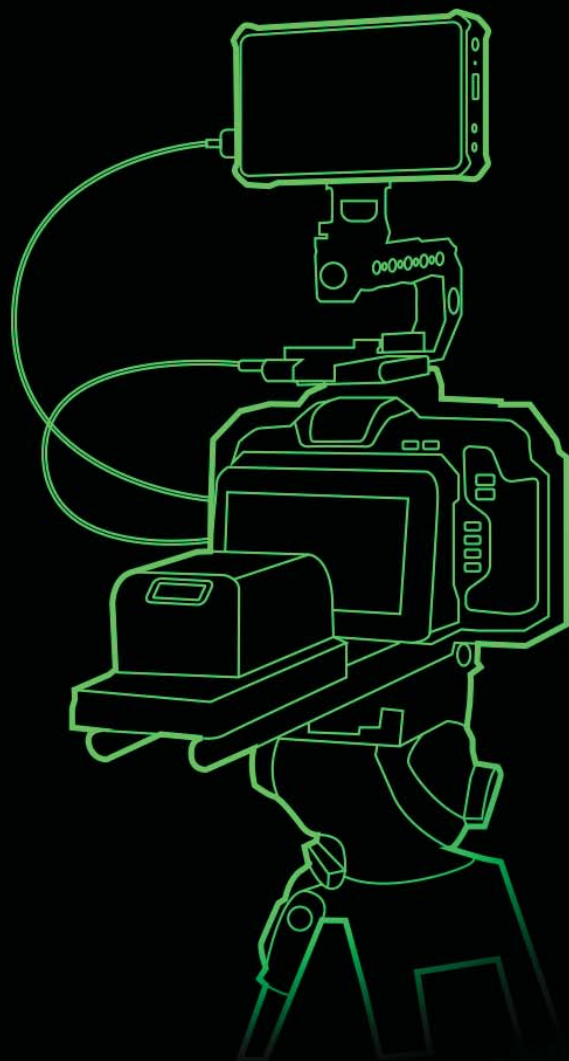




DIRECTOR MINI

User Manual, Reference and FAQs

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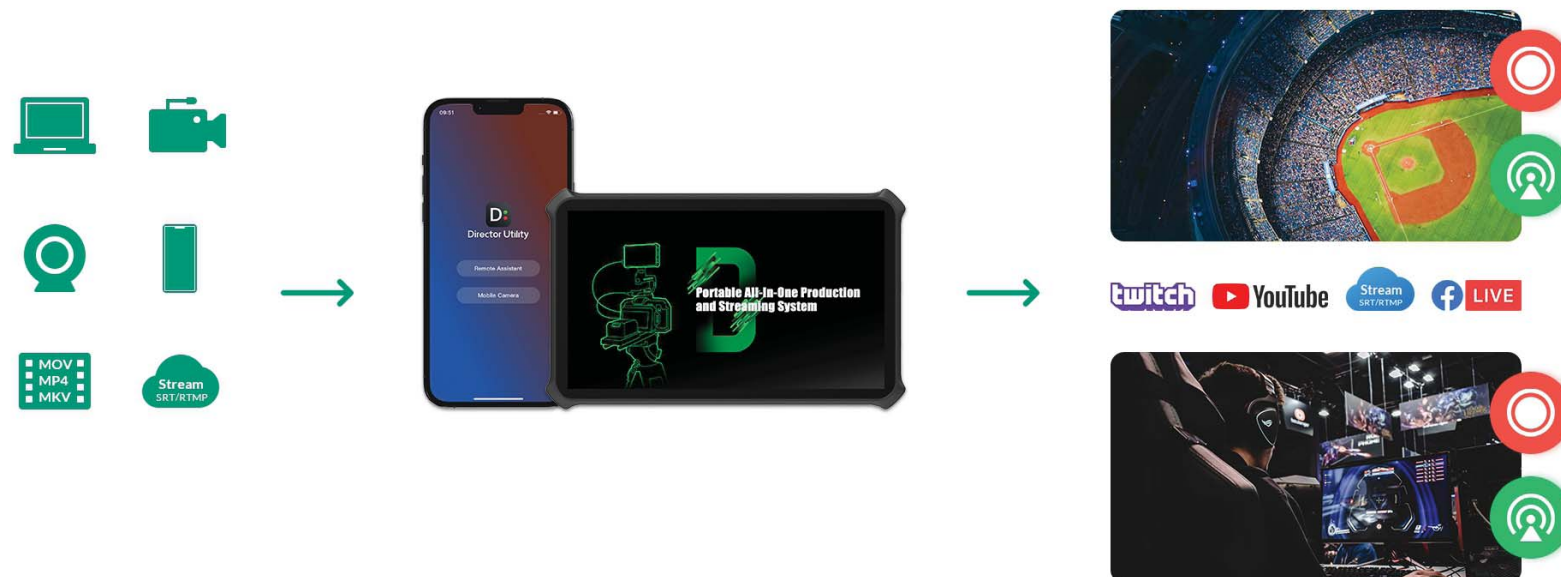
Introduction

Director Mini – Everyone is a Director

Director Mini, a portable All-In-One video production and streaming system, together with the Director Utility App, enables you to be a director, editor and streamer quickly and easily. You can capture multiple video sources into the device. Using these sources with Director Mini's intuitive user-interface and broad range of advanced features, you can produce professional visually compelling content that can be streamed live and/or recorded in real time.

Director Mini supports various video source types, such as HDMI, WEBCAM, Stream, and Mobile Camera, allowing you to capture important events with multiple cameras. This not only ensures that you will not miss some critical action, but also makes for much more enjoyable viewing.

Being portable and supporting two hot-swappable batteries and multiple networks, Director Mini applies to diversified scenarios, such as sports, wedding and outdoor live selling. You can record anything you want and stream anywhere and anytime.





5.44-inch HD touch screen for show production and streaming

Director Mini Device

Director Mini is an All-In-One live show production and streaming system. It enables you to be a director, operator, and streamer at the same time. This easy-to-use product allows you to create a run of shows consisting of customized scenes with live video sources, webcam source, mobile camera source, stream source, music, graphics, text, and video.

You can combine and edit your sources freely and then stream to various social media, such as YouTube™ Live, Facebook™ Live and Twitch™, as well as [RTMP](#) and [SRT](#) servers. You can also record and export your show for more usage.

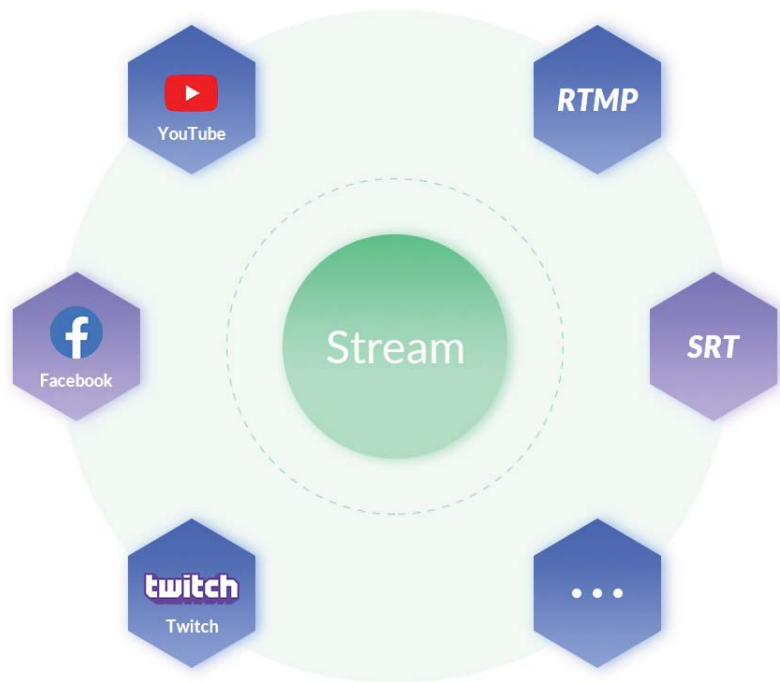
Director Mini supports landscape mode and portrait mode, fitting different streaming scenarios.

Supporting two hot-swappable batteries and multiple network, it can be used outdoors, which helps you to create more innovative contents.

Key Features of Director Mini

- Produces different shows with multiple scenes consisting of various sources, which can be edited with diverse powerful tools, such as keyer, flip and crop
- Streams easily to YouTube, Twitch and Facebook Live
- Streams to custom-specified [SRT](#) and [RTMP](#) servers
- Streams to two platforms simultaneously, up to 1080p60 30Mbps
- Supports more activities during streaming and recording, such as switching scenes, adjusting volume, controlling BGM playback, displaying graphics and logo, and marking on screen

- Supports multiple input sources, including 2x HDMI input, 1x USB 3.0 input, mobile camera, stream (SRT and RTMP), video clips, and pictures
- Provides 1x USB-C output
 - To connect the second screen to replicate the display for monitoring
 - To connect a computer to import and export files
- Supports landscape and portrait modes of main screen and second screen
- Records and screenshots to local storage or SD card, and exports to USB flash drive, SD card and computer
- Supports wired, wireless and mobile networks
- Supports Bluetooth 5.0
- 5.44-inch HD touch screen for operation
- Supports two hot-swappable battery packs



Compatible Streaming Platforms

Director allows you to stream to Facebook, YouTube and Twitch. You can stream to these platforms easily by connecting to the platforms using your platform account and hitting the Live Stream button on the Director Mini device.

You can also stream to custom [RTMP](#) and [SRT](#) platforms after you configure the required server information.

You can stream to two platforms with same or different encoding format at the same time.

Network Requirements

Network connectivity strength is an important factor for streaming quality. It is good practice to test and ensure a strong network connection before adding streams to your shows or streaming your shows to destinations.

Director Mini can connect to Ethernet, Wi-Fi and Mobile Network, and it auto-selects a network in the following order: Ethernet > Wi-Fi > Mobile Network.

To connect your phone to Director Mini device, they should connect to the same network.



Director Utility App

The Director Utility App turns your phone into Mobile Camera. Thus, your phone camera can be used as a video capture source. The live images taken by your phone can be added to your shows created on the Director Mini device or streamed to [SRT](#) servers. You can control the mobile camera just like controlling your phone camera.

At the same time, the App can also serve as a remote assistant to configure streaming servers for the Director Mini device.

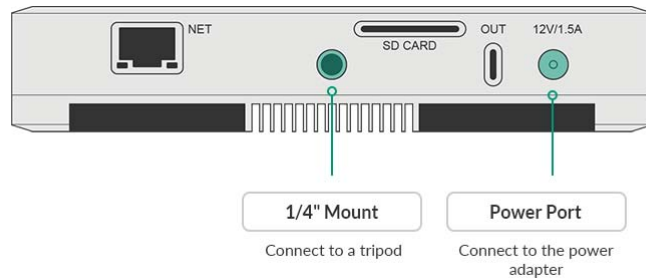
Supported Phones

To run Director Utility App, your phone needs to meet the following requirement:

- Processor: Qualcomm Snapdragon 835 or later (or other processors of equivalent performance)
- OS version: iOS 11 or later, Android 7.0 or later

Install the Device

This section introduces how to install the Director Mini device and connect to audio and video devices.



Place the Device

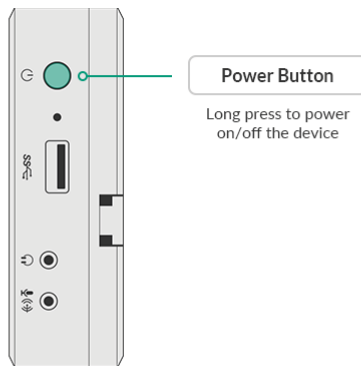
Make sure Director Mini is placed safely before using it.

- Place the device on a flat and stable surface. Director Mini provides two detachable foldable stands for better heat dissipation and convenient operation. You can use the stands as needed.
 - Remove:** press the lock button first and remove the stand. (The stands are installed by default when shipped.)
 - Install:** press the lock button first and put the stand into the slots until it is locked in the correct position.
- Mount the device with a tripod or camera through the 1/4" mount hole. The screw should be less than 5.5 mm (7/32 inches) long. Otherwise, you cannot firmly secure the device, and damage may occur.

Connect to Power

Use the supplied power adapter to connect the power port.

💡 Director Mini also supports optional two hot-swappable battery packs, and please refer to [Battery](#).



Power On the Device

Long-press the power button on the right panel for 3 seconds to power on.

- 💡 After the device is powered on, you can short-press the power button to lock the screen.
Or, you can press and hold the power button till a menu bar pops up, on which you can select to power off or restart the device, or take a screenshot which saves all the information on the screen and is stored in "\\Director Mini\\Internal shared storage\\Pictures\\Screenshots".

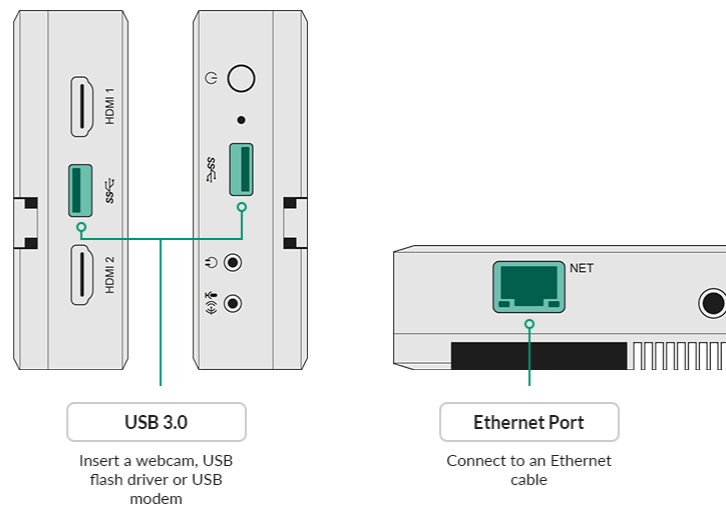
The first time you power on your Director Mini device, you will be prompted to select your language, set your device name and read End User License Agreement (EULA). Please follow the guide step by step to get start to use your device.

Then, you will enter the default show in landscape mode, which consists of:

- A scene with a default picture
- A scene with HDMI 1 input
- A scene with HDMI 2 input
- A scene with webcam input
- A scene with a Mobile Camera created.

Then, you can connect HDMI and webcam sources, and you will see the corresponding thumbnails of captured images in the scene list at the bottom.

Meanwhile, you can use your phone to download the Director Utility App, and then try to connect Mobile Camera. For details, please refer to [Director Utility App](#).



Director Mini also provides another default show in portrait mode, which also contains 5 default scenes as the landscape mode. To change to this show, you can tap  on the Main UI, tap **Open a show**, and then select the second default show in portrait mode.

You can use the default show to start quickly, or you can follow the [tutorials](#) to start your own show.

Connect to Network

Director Mini supports multiple network connections, including the Ethernet, Wi-Fi and mobile network. These networks can be connected at the same time. The priority order for the device selecting network connection is Ethernet > Wi-Fi > mobile network.

- **Connect to Ethernet**

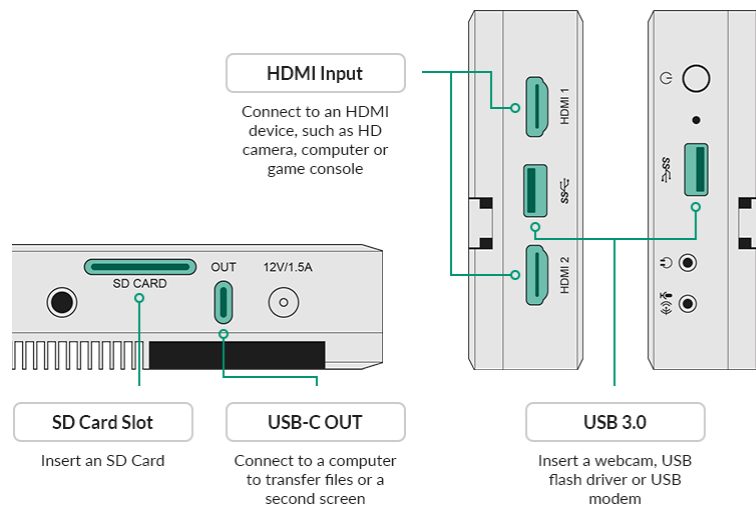
Use an Ethernet cable to connect the Ethernet port.

- **Connect to Mobile Network**

Insert a USB modem to a USB port, such as a 4G USB LTE Modem.

- **Connect to Wi-Fi**

Tap  > **Settings** > **Network** to connect Wi-Fi. For details, please refer to [Network](#).



Connect to Input Devices

Director Mini supports various sources, including HDMI sources, webcam, stream, Mobile Camera, video clips and pictures. You can connect one or more sources to Director Mini according to the following introductions.

💡 For how to connect to stream and Mobile Camera source, please refer to [Add Stream](#) and [Add Mobile Camera](#).

▪ Connect to HDMI source

Connect one or two HDMI devices, such as HD camera, computer and game console, to the HDMI ports of Director Mini. It supports to capture signals from the two HDMI ports at the same time.

When you connect a PC as the HDMI source, you need to select Director Mini as the audio output device on the PC. For example, on Windows 10, click > > System > Sound. In the Output section, choose **Director Mini (*****)** from the drop-down list box of **Choose your output device**, such as **Director Mini (Intel(R) Display Audio)**.

▪ Connect to WEBCAM

Connect one or two webcams to the USB ports of Director Mini.

Note: It only supports to capture signal from one webcam. You can switch webcams by [changing WEBCAM's properties](#).

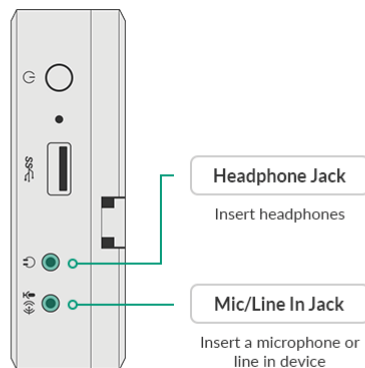
▪ Connect to media source

Insert a SD card or USB flash drive to import picture, video and audio files.

The supported file system types include: FAT32 (The maximum file size is 4GB.), exFAT, and NTFS.

Director Mini also supports transferring files through the computer. For more details, refer to [How to import/export files](#).

As there are only two USB ports, a [USB Hub](#) may help you to add more USB devices.



Connect to Audio Devices

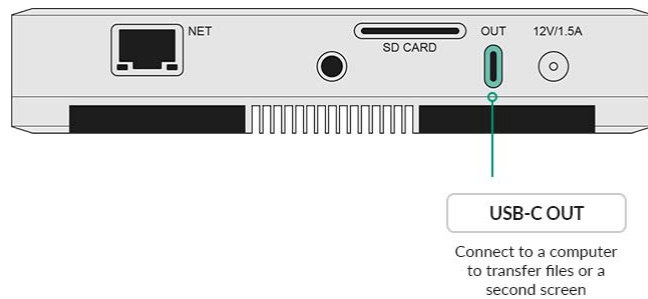
- **Connect microphone or line in device**

Connect an active microphone or line in device to the Mic/Line In jack on Director Mini.

- **Connect headphones**

Connect your headphones to the Headphone jack on Director Mini to monitor the audio.

You can also use BT earphones for audio monitoring, and please refer to [Bluetooth](#).



(Optional) Connect to Second Screen

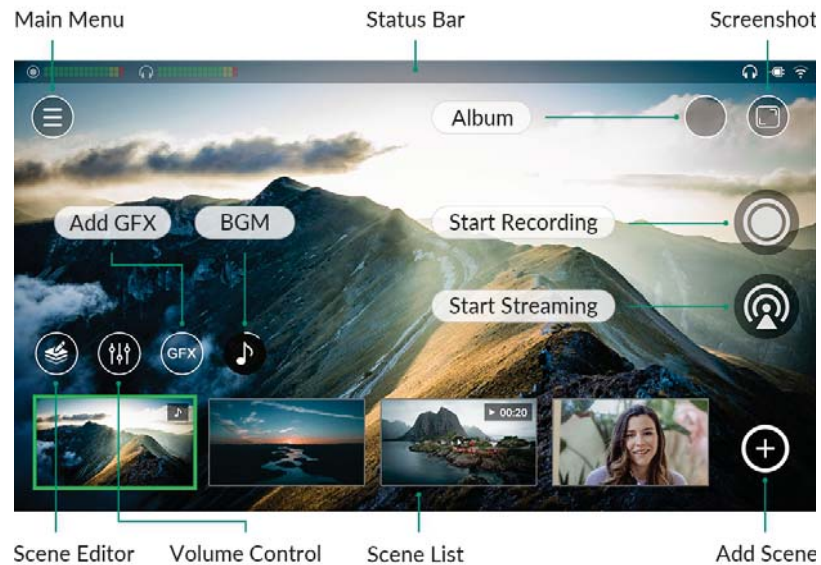
Director Mini can be connected to a second screen through the USB-C OUT port, to replicate the display on the Director Mini.

1. Use a Type-C to HDMI / VGA / DP adapter to connect a monitor, HDTV or other devices to the USB-C OUT port of Director Mini.
2. Select the rotation angle to fit for the second screen: rotate 90° to left, or rotate 90° to right.

If you do not need to rotate the screen, tap **X**.

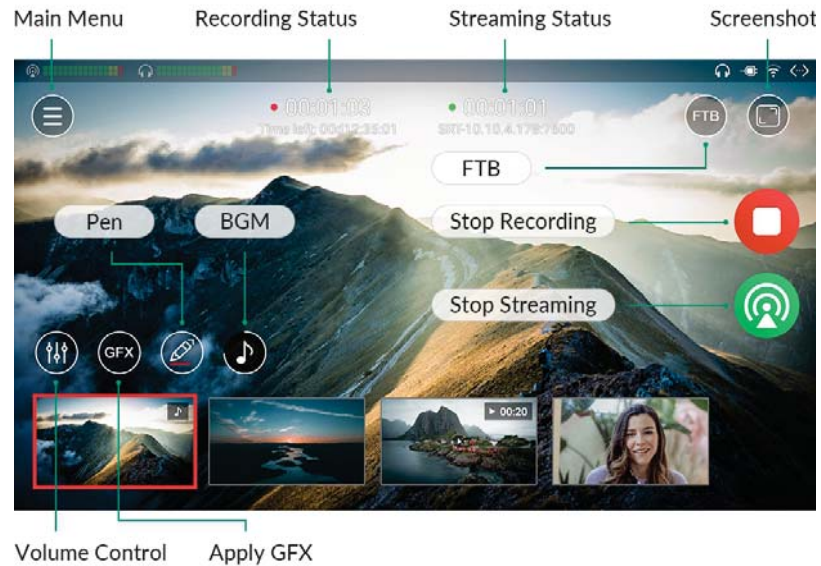
Tutorials

The following tutorials will enable you to produce your first show and start to stream and record quickly.



Create a Show

1. Tap  > **Create a show** > **Create a new show**, enter show name and select orientation, and tap **Create**.
2. Tap  and then tap a source, for example, **Picture or Logo**.
3. In the Scene Editor, edit the source, add some background music, adjust the audio, and add more sources, and tap **Save** at the upper right corner.
You have created your first scene, and a corresponding thumbnail will appear at the bottom of the Main UI.
4. Tap  again to add more scenes.
5. Tap  to add graphics overlay.
6. Preview the show.
Tap the scene thumbnails to switch scenes and check the video and audio effects, and tap  and select a **GFX** to view **GFX** effect.



Start Streaming and Recording

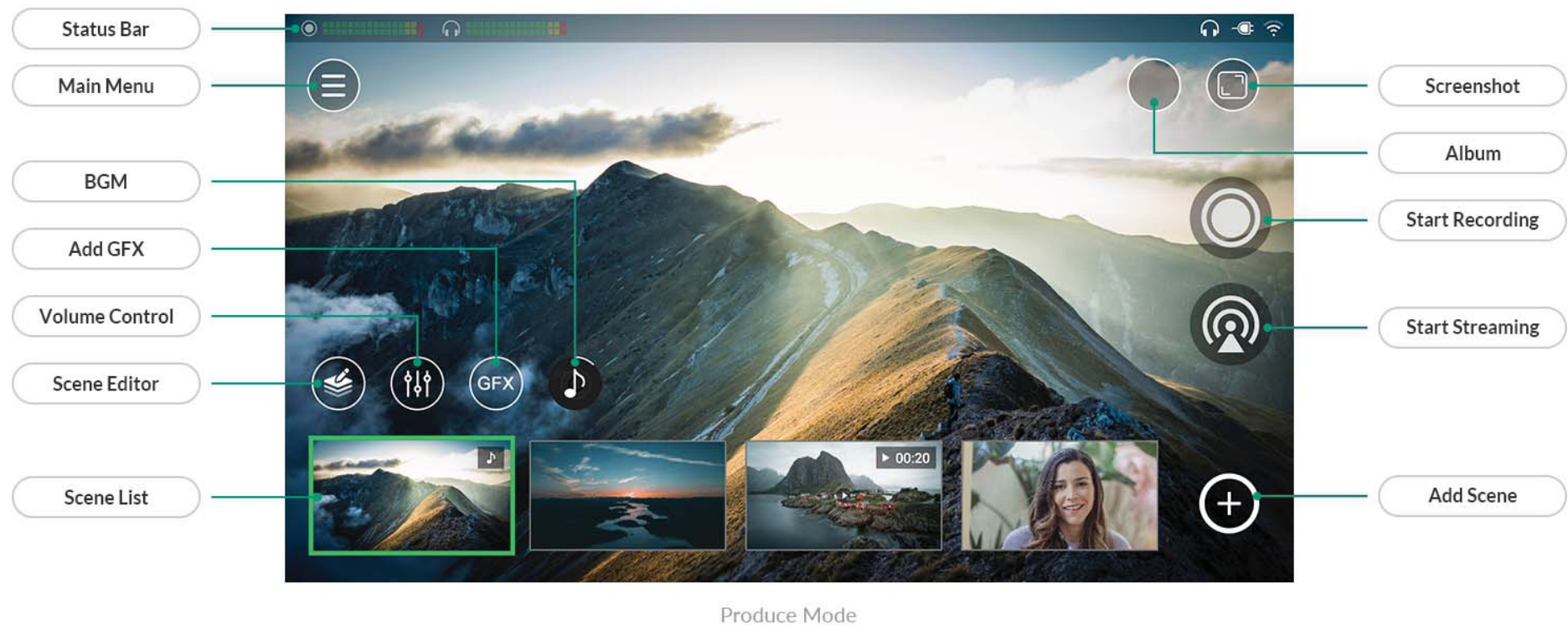
1. Set up a connection to your destination platform.
 - a. Tap  > **Settings**, and then tap **Stream**.
 - b. On the Stream page, select a destination server and set the connection parameters.
 - c. Tap  at the upper left corner to go back.
2. On the Main UI, tap  to start streaming, and  to start recording.
3. Control you streaming and recording.
A variety of operations are available while you are streaming, from switching scenes, displaying **GFX**, marking on the screen with the pen, controlling playback of background music, to checking streaming and recording status and fading to black.
4. Tap the  button and the  button to stop streaming and recording.

Main UI

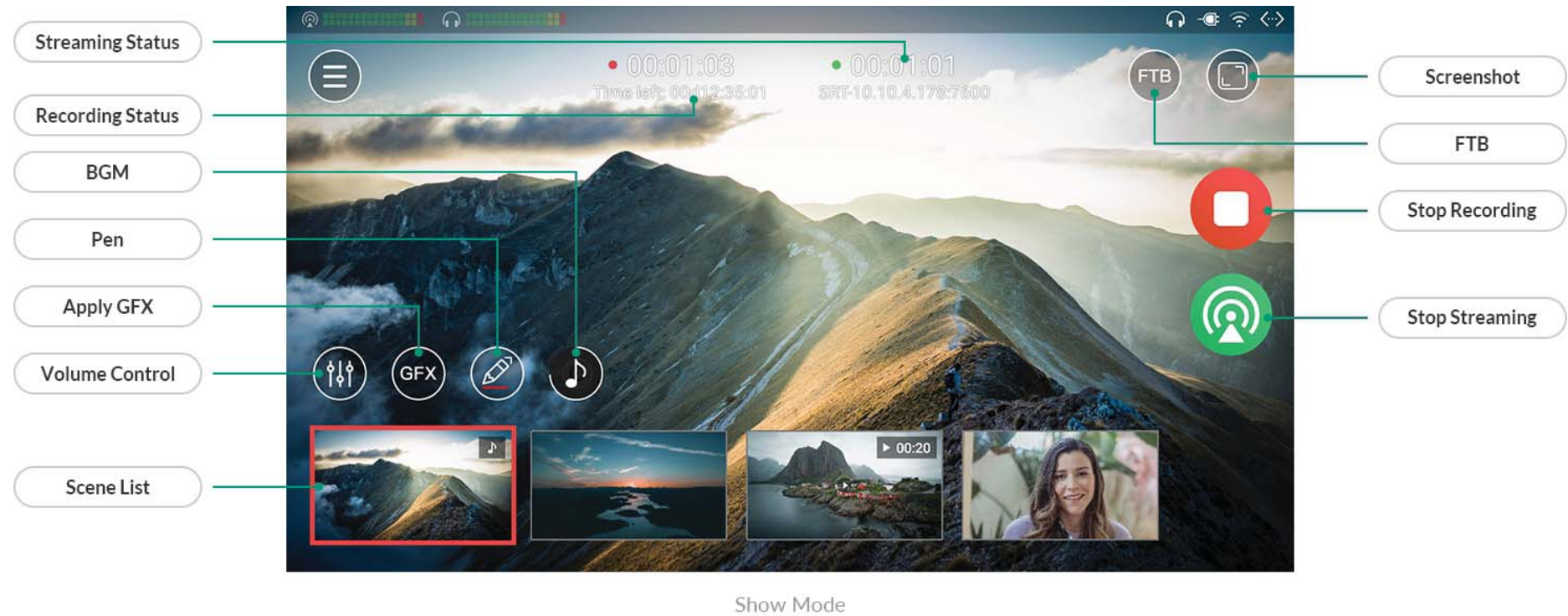
Director Mini provides a user-friendly Main UI, and supports landscape mode and portrait mode. You can produce and stream your show very easily.

The Main UI starts with the **Produce mode**, which helps you to produce your shows with various easy-to-use tools. Once you start recording or live streaming, the Main UI goes into the **Show mode**, which disables most editing functions and provides some new features for you to interact with your audience.

Produce Mode

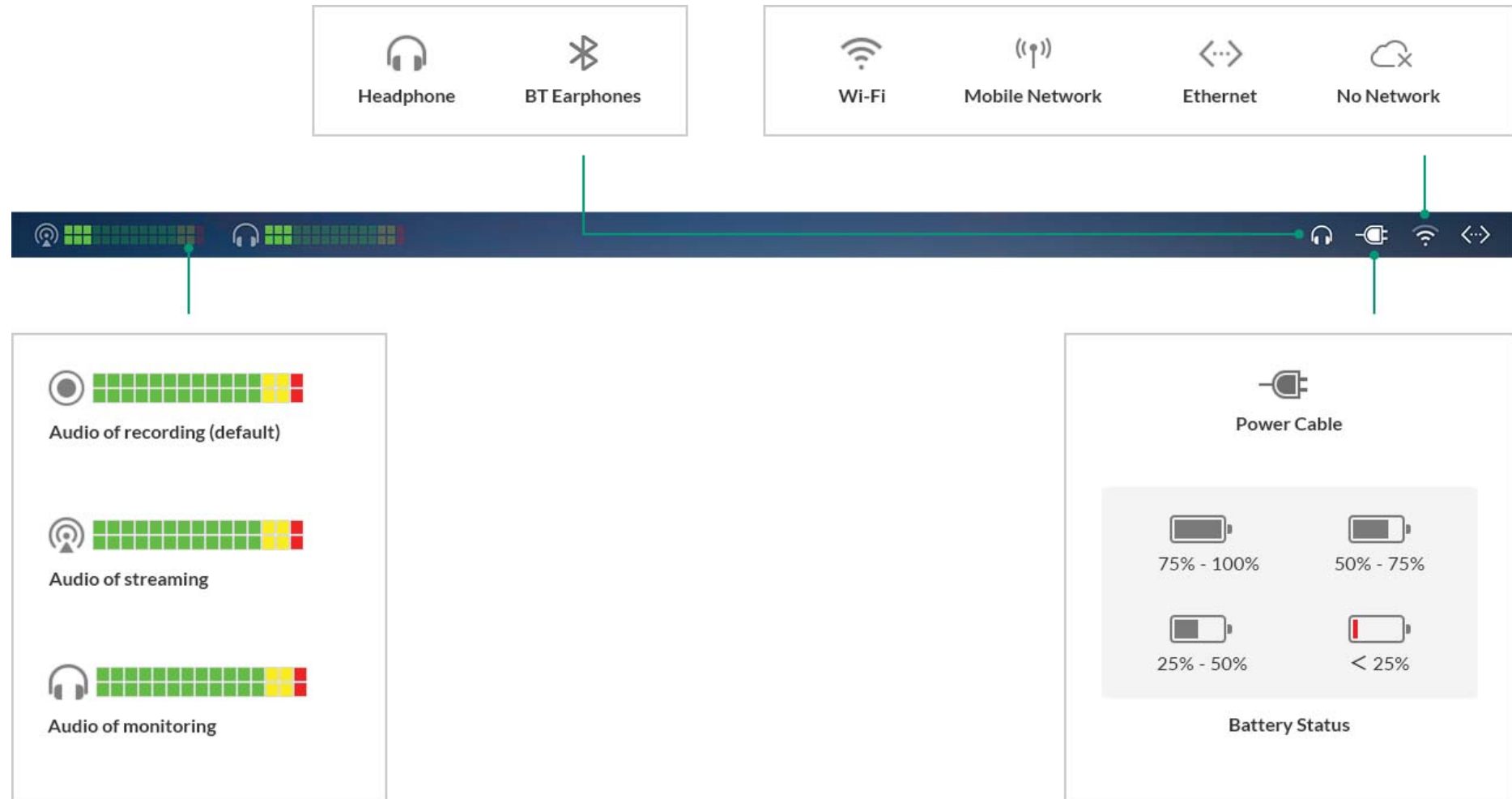


Show Mode



Status Bar

The Status Bar provides device information on the right side and sound meters on the left.

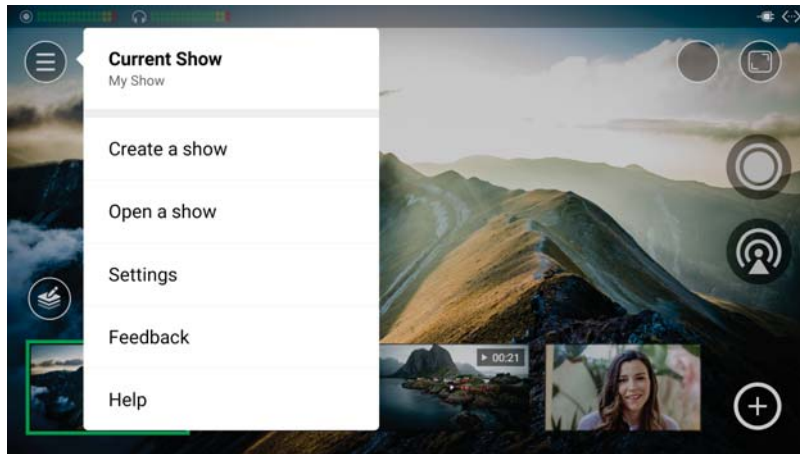


Produce Your Shows

Director Mini enables simple video production by allowing you to build a run of shows which contain a series of scenes, while each scene consists of live sources, video clips, images, text, etc. With BGM and GFX added, you will enrich your shows to attract more audience.

Create and Manage Shows

You can create and manage multiple shows in Director Mini.



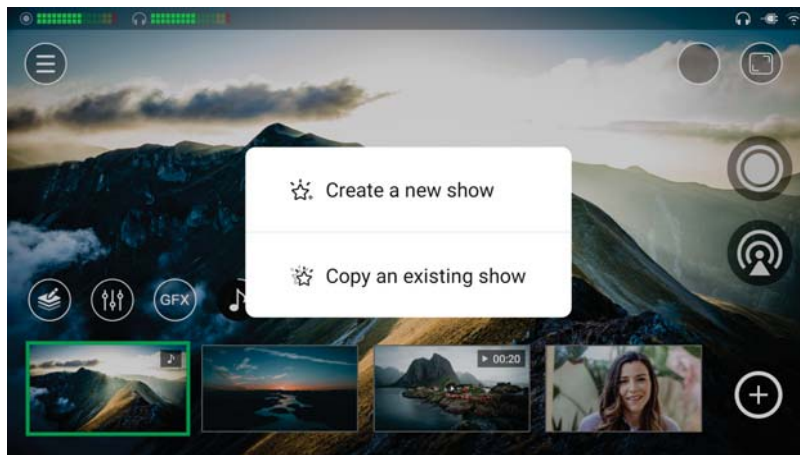
Create a Show

You can create a new show, or copy an existing show and build on it.

Create a New Show

1. Tap  on the Main UI.
2. Tap **Create a show**.
3. Tap **Create a new show** in the prompt box.
4. Enter your show name, and then tap **Save**.
5. Choose the screen orientation: 16:9 (landscape), 9:16 (portrait).
6. Tap **Create**.

After you create a show, the show is opened as the Current Show.

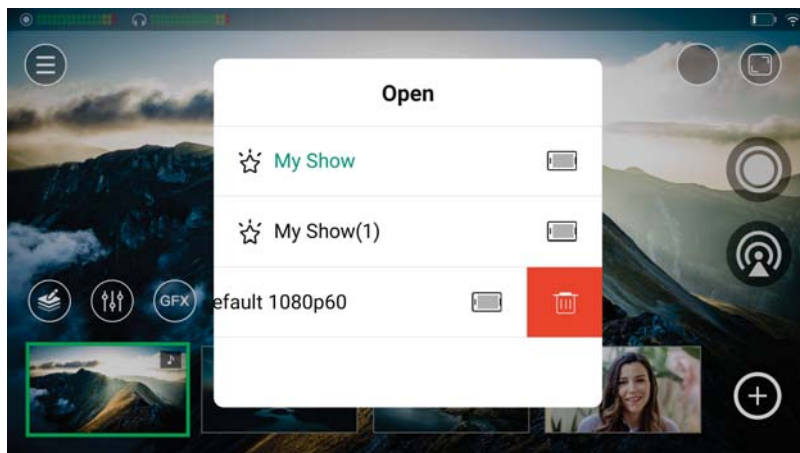


Copy an Existing Show

1. Tap  on the Main UI.
2. Tap **Create a show**.
3. Tap **Copy an existing show** in the prompt box.
4. Select a show to copy.

The new show you created inherits everything from the original show.

The new show is named after the original show, followed by a number to identify the show. For example, if the original show name is "My Show", the name of the new show will be "My Show (1)".



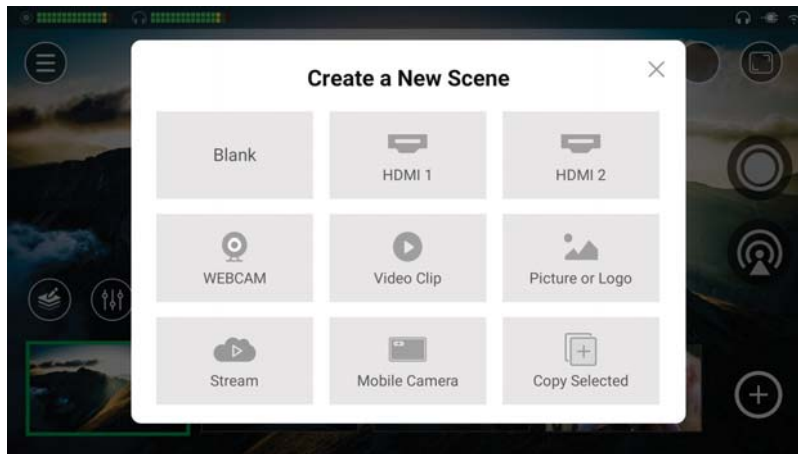
Open & Delete a Show

1. Tap  on the Main UI.
2. Tap **Open a show**.
3. Open or delete a show:
 - **Open:** Select a show to open.
 - **Delete:** Swipe a show to the left, and tap the  button.

💡 The current show (the green one) cannot be deleted.

Create and Manage Scenes

A show consists of one or more scenes, while a scene contains various sources, including HDMI input signal, webcam input signal, Mobile Camera input signal, video clips, pictures, streaming signal, etc.



Create a New Scene

1. Tap  on the Main UI.
2. Select a source in the **Create a New Scene** window to add, and then it enters the Scene Editor page. For details about how to add different sources, see [Add a Source](#).
 - If you choose Blank, then you create a scene with no source, and you can add sources to the scene in the Scene Editor.
 - If you choose a source other than Blank, then you add the source to the scene, and you can still add more sources later to the same scene.
3. Edit the scene in the Scene Editor.
Many tools are available for you to edit your scene, such as position, size, crop, transition. For details, see [Edit Scenes](#).
4. Set the input audio for the scene.
 - a. Tap  in the Scene Editor.
 - b. Turn on/off audio and adjust volume as needed. For details, see [Volume Control](#).
5. Tap **Save** at the upper right corner.
6. Repeat the above steps to create more scenes.

On the Main UI, you can see the corresponding thumbnail of each scene arranged in the order of creation in the scene list.

Copy a Scene

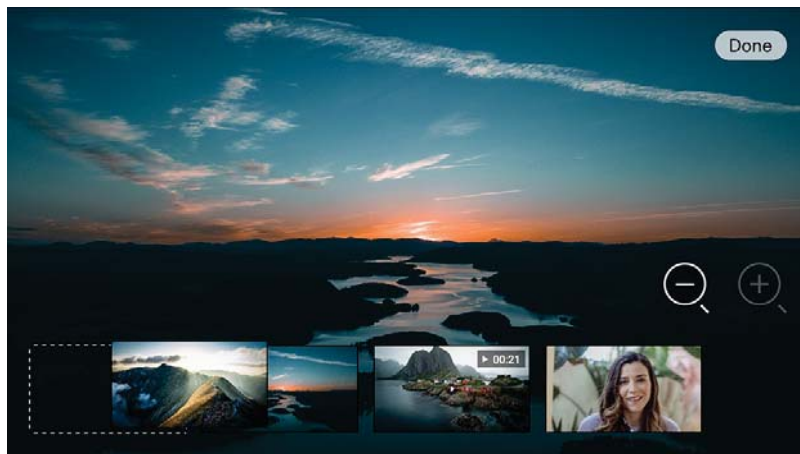
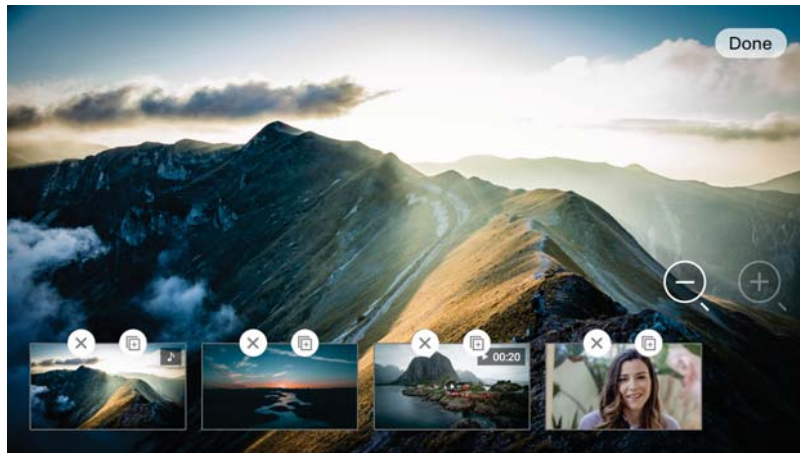
You can also copy an existing scene to create a new scene by the following two ways.

Method 1:

1. On the Main UI, tap a thumbnail of a scene you want to copy and tap .
2. In the **Create a New Scene** window, tap **Copy Selected**. It enters the Scene Editor page, and you can edit the scene.
3. Tap **Save**. The thumbnail of the new scene will appear next to the copied scene.

Method 2:

1. Long press a thumbnail in the scene list on the Main UI to enter the Scene List Editor page.
2. Tap  on the thumbnail of the scene you want to copy, the new scene will appear next to the copied scene.
3. Tap **Done** at the upper right corner to go back to the Main UI.



Manage Scenes

You can zoom thumbnails, rearrange scene order, and delete scenes.

Zoom Thumbnails

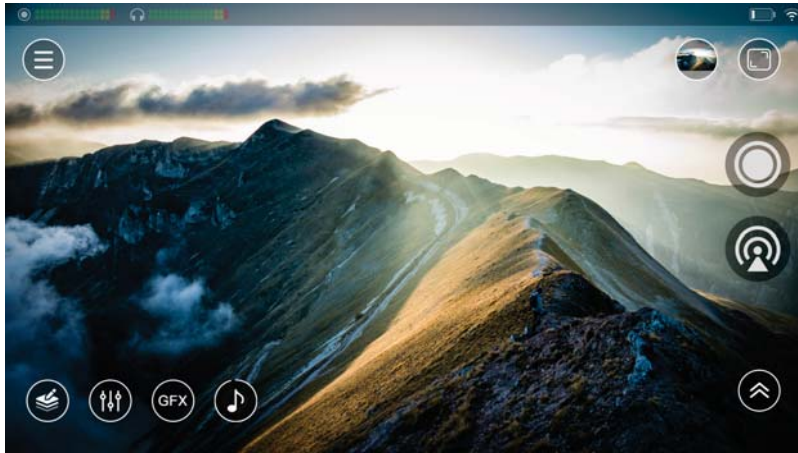
1. Long-press any thumbnail to enter the Scene List Editor page.
2. Tap the  or  button on the right to change the size of thumbnails. By default, the Scene List uses the large thumbnails.
3. Tap **Done** at the upper right corner.

Rearrange Scene Order

1. Long-press any thumbnail to enter the Scene List Editor page.
2. Long-press a thumbnail and then drag it to a desired position in the scene list.
3. Tap **Done** at the upper right corner.

Delete Scenes

1. Long-press any thumbnail to enter the Scene List Editor page.
2. Tap the  button on a thumbnail, and then tap **Delete**.
3. Tap **Done** at the upper right corner.



Show or Hide the Scene List

- When the Scene List is visible, swipe down to the bottom of the screen to hide it.
- When the Scene List is hidden, tap  in the lower right corner to expand it.

During streaming or recording, if no other window (such as Volume Control) is open and no operation is performed in 5 seconds on the Main UI, the scene list will hide automatically.

Browse, Switch and View Scenes

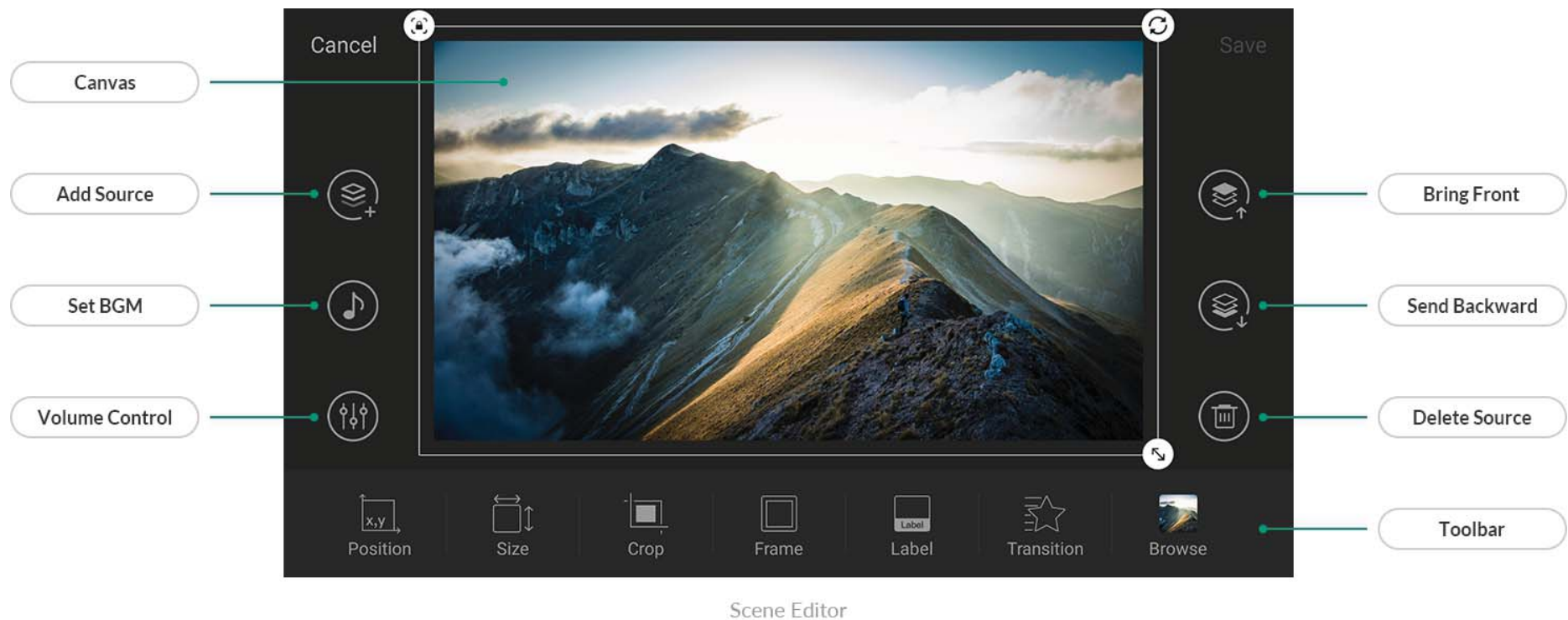
You can browse, switch and view scenes.

1. Swipe the scene list to left or right to browse scenes.
2. Tap a thumbnail in the scene list to switch to the scene.
3. Tap any empty area of the screen to view the scene in full-screen mode, and tap any empty area again to exit the full-screen mode.
4. If a scene contains a video clip source, you can tap the playback button to play the video. And you will find some information about the video at the top of the scene thumbnail. For details, please refer to [Preview the video](#).

Edit Scenes

Sources are the building blocks of scenes. You can fill a scene with a combination of various sources such as HDMI, WEBCAM, Picture and Text. With the rich sources on hand, creativity is unlimited. To make full use of these sources, you will resort to the Scene Editor. In the Scene Editor, you can plan out your scene and add eye-catching effects to your sources.

The following picture illustrates the elements on the Scene Editor. This picture is in landscape mode, and some buttons will change positions in portrait mode.





Add a Source

You can add multiple sources in one scene, and then you can arrange the layout freely.

1. Tap a scene thumbnail and then tap  to open the Scene Editor.
2. Tap  in the Scene Editor.
3. Tap a source in the **Add a Source** window:

- **HDMI**

A high-quality external signal from a professional camera, computer, game console, etc. Up to 1080p60 signal input is supported.

- **WEBCAM**

A high-quality external signal from a webcam. Up to 1080p60 signal input is supported.

It only supports to capture signal from one webcam. You can switch webcams by [Changing WEBCAM's Properties](#).

The device does not capture the audio of webcam, but only captures video.

- **Text**

Static annotations and crawling messages.

Tap the text frame to enter content, and tap Save to return to the Scene Editor.

A maximum of 1024 characters are supported. The more text, the smaller the font appears. The font size also changes automatically with the text box size.

- **Picture or Logo**

A picture, watermark, or brand logo, which can be JPG, PNG or BMP.

Select a file from the internal storage, SD card or USB flash drive.

To select files from the internal storage, you should import files to Director Mini device at first. Please refer to [How to import/export files](#).

- **Video Clip**

A video file, which can be up to 4K, encoded in H.264, and in MOV, MP4, or MKV format.

Select a file from the internal storage, SD card or USB flash drive.

To select files from the internal storage, you should import files to Director Mini device at first. Please refer to [How to import/export files](#).

- **Stream**

A streaming source pulled via [SRT](#) and [RTMP](#). Please refer to [Add Stream](#).

- **Mobile Camera**

A camera signal from the phone installed with the Director Utility App. You can [Add Mobile Camera](#) at first, and then use your phone to [Connect to Mobile Camera](#), and [Control the Mobile Camera](#).

Notice:

- **In the same scene**, you can add three sources with video signal at most, including HDMI, WEBCAM, Stream, Mobile Camera and video clips, in which:
 - Each HDMI source and the WEBCAM can only be added once.
 - You can only add one video clip.
- **In the same show**, you can create up to three streams.
- **In the same show**, you can create up to three Mobile Cameras.

RTMP SRT

Name: RTMP

URL: rtmp:// 10.10.4.178/live

Key: 12345678

Advanced...

Cancel Create

← Advanced

Buffer duration: 60 ms

Authentication: ☒

Username: User

Password:

RTMP SRT

Name: SRT

Address: 10.10.1.148

Port: 7560

Advanced...

Cancel Create

← Advanced

Stream ID: abcd

Latency: 125 ms

Buffer duration: 60 ms

Encrypted: ☒

AES 128 AES 192 AES 256

Passphrase:

Add Stream

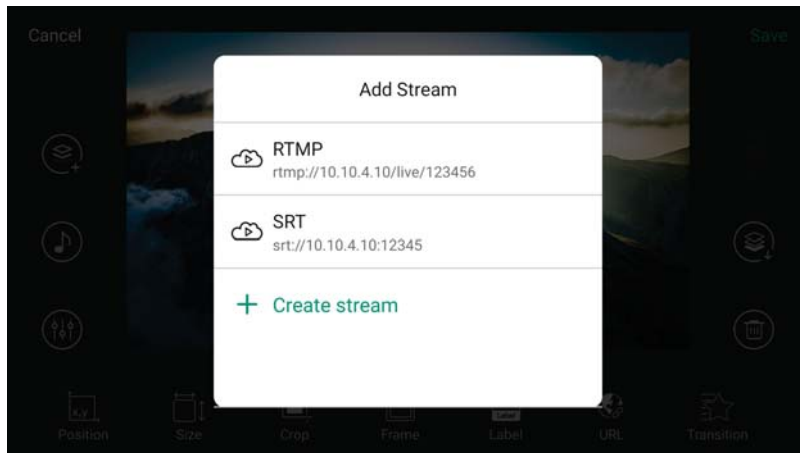
You can pull streams via [RTMP](#) or [SRT](#).

Add RTMP Source

1. Tap on the Main UI or tap in the Scene Editor, and select **Stream**.
2. Tap the [RTMP](#) tab.
3. Enter Name, URL, and Key.
4. (Optional) Tap **Advanced**.
 - a. Set Buffer duration.
 - b. Toggle on Authentication, and then enter Username and Password.
 - c. Tap to go back to the previous page.
5. Tap **Create**.

Add SRT Source

1. Tap on the Main UI or tap in the Scene Editor, and select **Stream**.
2. Tap the [SRT](#) tab.
3. Enter Name, Address, and Port.
4. (Optional) Tap **Advanced**.
 - a. Enter Stream ID, set Latency and Buffer duration.
 - b. Toggle on Encrypted, select an encryption algorithm from [AES 128](#), [AES 192](#) and [AES 256](#), and enter Passphrase.
 - c. Tap to go back to the previous page.
5. Tap **Create**.



Add More Streams

After a URL is added, it is recorded in the show, and you can add more streams.

1. Tap  on the Main UI or tap  in the Scene Editor, and then select **Stream**.
2. Tap **Create Stream** to add more streams.

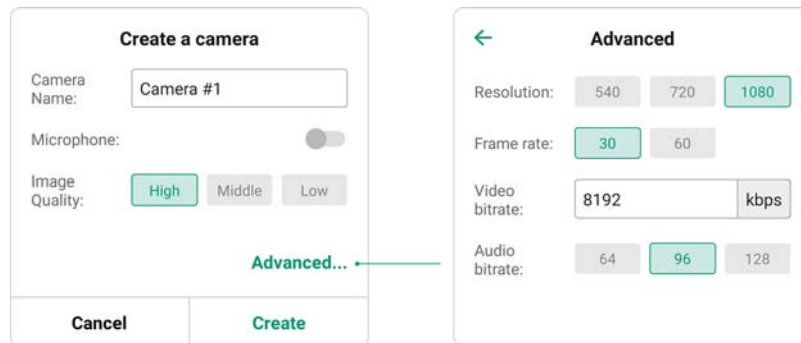
You can add 3 streams in a show at most.

You can select an existing URL to add an existing stream source to a scene.

Delete Stream URL

To delete a stream URL, you can delete all the scenes containing this stream, or delete the stream source in all the relative scenes.

Shows are independent of each other. Adding or deleting a stream in a show does not affect other shows.

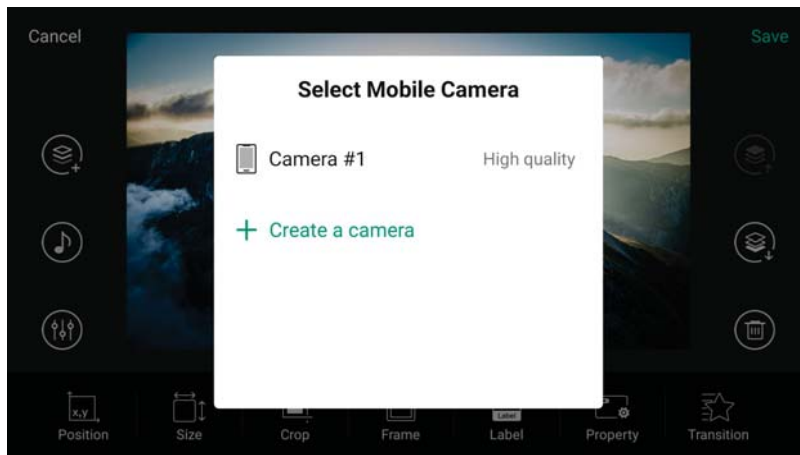


Add Mobile Camera

To connect the Director Mini device and the phone, you have to create Mobile Camera on the device at first.

Create Mobile Camera

1. Tap on the Main UI or tap in the Scene Editor, and then select **Mobile Camera**.
2. Enter the camera name (1 - 32 bytes).
3. Toggle on Microphone, so that the Director Mini device can capture audio from your phone's microphone.
4. Select the image quality: High, Middle, Low.
5. (Optional) Tap **Advanced** to check respective properties of High, Middle or Low image quality, and you can set each property as your preference. Then you can tap to go back.
 - Resolution: 540, 720, 1080
 - Frame rate: 30, 60
 - Video bitrate: enter your preferred value.
 - Audio bitrate: 64, 96, 128
6. Tap **Create**.



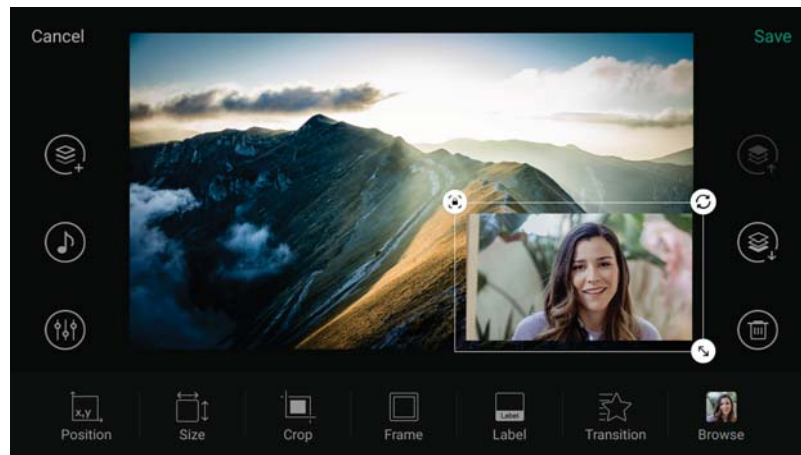
Add More Cameras

1. Tap  on the Main UI or tap  in the Scene Editor, and select **Mobile Camera**.
2. Tap **Create a camera** in the **Select Mobile Camera** window to add a new camera.

You can create up to three cameras in a show.

You can select a created camera in the list when you try to add a source or create a new scene.

After you have created Mobile Cameras on the device, you can use your phone installed with the Director Utility App to connect to Mobile Camera and control Mobile Camera. Please refer to [Director Utility App](#).



Change Z-Order

Z-order is an ordering of overlapping sources. You can change the z-order to have a source appearing in front of other sources.

1. In the Scene Editor, tap a source to select it.
2. Tap  to move the selected source to an upper layer.
3. Or tap  to move the selected source to a lower layer.

Delete a Source

1. In the Scene Editor, tap a source to select it.
2. Tap  to delete the selected source.

Editing Tools

When a source is selected, editing tools for that source appear in the bottom toolbar. The table below lists all the editing tools for each type of source.

Tool	HDMI	WEBCAM	Mobile Camera	Stream	Video Clip	Picture or Logo	Text
Select, Move, Resize & Rotate	★	★	★	★	★	★	★
Position	★	★	★	★	★	★	★
Size	★	★	★	★	★	★	★
Crop	★	★	★	★	★	★	-
Frame	★	★	★	★	★	★	★
Label	★	★	★	★	★	★	-
Transition	★	★	★	★	★	★	★
Style	-	-	-	-	-	-	★
Background	-	-	-	-	-	-	★
Flip	★	★	-	-	-	-	-
Keyer	★	★	-	-	-	-	-
Range	-	-	-	-	★	-	-
Policies	-	-	-	-	★	-	-
Property	-	★	★	-	-	-	-
URL	-	-	-	★	-	-	-
Browse	-	-	-	-	★	★	-



Select, Move, Resize & Rotate

All kinds of sources can be selected, moved, resized and rotated.

To select a source:

Tap a source so that it will be selected with a white frame surrounded.

To move a source:

Drag and move the selected source to a new position.

When dragging a source around, guidelines will appear for you to align the source with other sources and the Scene Editor.

To control the position more precisely, see [Position](#).

To resize a source:

1. (Optional) Tap  or  on the selected source's frame to unlock/lock the aspect ratio of the selected source.

This operation is not available for a Text source.

2. Drag  (for locked aspect ratio) or  (for unlocked aspect ratio) on the source's frame to scale it up and down.

After you tap  to unlock the aspect ratio and drag  to freely resize a source, you can tap  to restore to the original aspect ratio.

When resizing a source, smart guides will appear for you to scale the source in reference to other sources and the Scene Editor.

To control the size more precisely, see [Size](#).

Cancel Save

X Coordinate Width

Y Coordinate Height

Angle Deg

1	2	3	-
4	5	6	⌋
7	8	9	⌋⌋
,	0	.	↩



To rotate a source:

Press and rotate  on the selected source's frame.

To control the rotation more precisely:

1. Tap **Position** or **Size** at the bottom bar.
2. Tap the X or Y number (on the **Position** control), or the W or H number (on the **Size** control).
3. On the page displayed, set **Angle**.
4. Tap **Save**.

Position

Apart from dragging and moving a source to change position, you can also tap **Position** to set position more precisely.

- **X, Y:** Tap the number to specify the X and Y coordinates of the source's center.
Or tap or long-press an arrow button to move the source horizontally/vertically.
- **Auto:** Automatically move a source to a specified position.
Nine positions are available, as shown in the image on the left.



Size

Apart from dragging  on a source's frame to scale it up and down, you can also use the **Size** control to set size more precisely.

- **W, H:** Tap the W or H number to specify the width and height in pixels of the source. Or tap +/- to scale up/down the source.

The value ranges for W and H are as follows:

When the aspect ratio is locked (indicated by the  icon on the source frame):

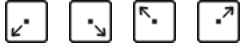
- W: 0 to 1280 or 1920 pixels, depending on the resolution of your show
- H: 0 to 720 or 1080 pixels, depending on the resolution of your show
- When the value of W changes, the value of H changes accordingly, or vice versa.

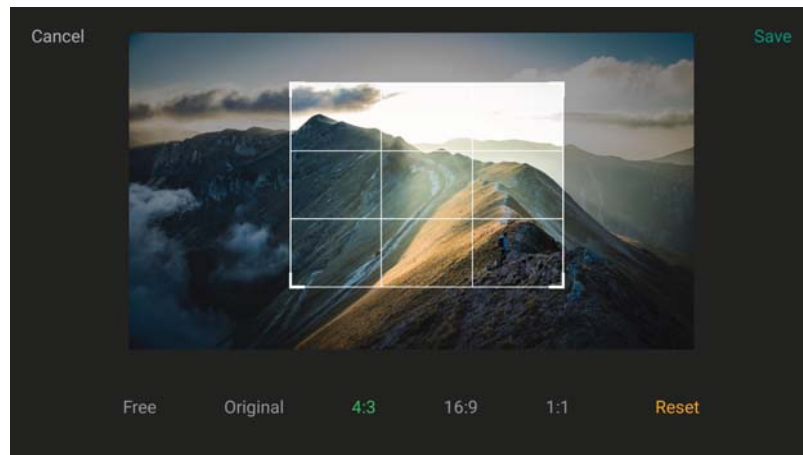
When the aspect ratio is unlocked (indicated by the  icon on the source frame):

- W: 0 to 1280 or 1920 pixels, depending on the resolution of your show
- H: 0 to 1280 or 1920 pixels, depending on the resolution of your show

- **Full Screen:** Tap this button to expand the source to full screen.

- When you lock the aspect ratio, a source is expanded to full screen when either its width or height reaches that of the canvas.
- When you do not lock the aspect ratio, a source is stretched to fill the whole canvas, in which case the source can be distorted.

- **More:** You can tap or long-press one of the buttons to scale up/down the source towards the corresponding direction. Tapping changes the size by one pixel while long-pressing changes the size continuously.
 -  : Scales up a source to a specified direction, as indicated by the arrow in the icon.
The buttons are unavailable when your source is already at the largest size.
 -  : Scales down a source to a specified direction, as indicated by the arrow in the icon.
The buttons are unavailable when your source is already at the smallest size.



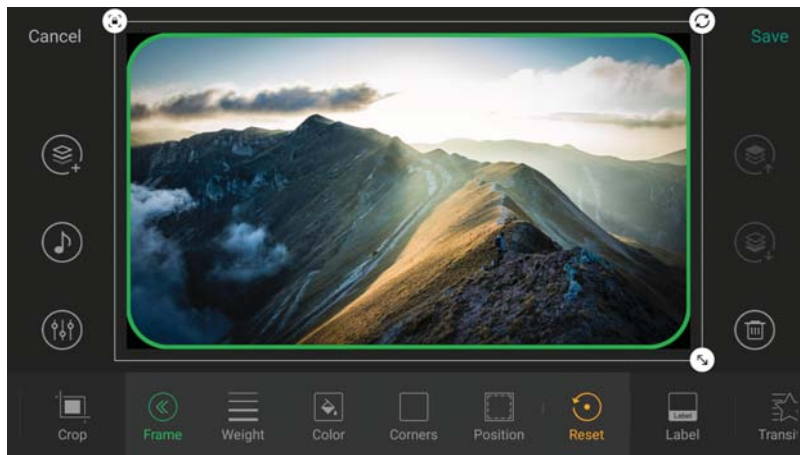
Crop

Cropping allows only part of the source to be rendered in the scene. All sources except text can be cropped.

1. Tap **Crop** in the toolbar.
2. Select a cropping ratio.
3. Drag the corner handles to specify the crop boundaries.

Tap **Reset** to revert to the original size and aspect ratio of the source.

4. Tap **Save** to save changes and go back to Scene Editor.



Frame

You can decorate a source with a **Frame**.

A frame is defined by the following properties:

- **Weight:** Sets the frame's border weight. It ranges from 0 to 50 pixels, with 0 indicating no frame.
- **Color:** Sets the frame's color, with white as the default.
- **Corners:** Sets the frame's corner radius, which can range from 0 to 100. When the **Round** value is zero, all corners are squared; otherwise, all corners are rounded accordingly.
- **Position:** Sets the frame's position to be inside or outside the source. It is inside the source by default, which means that the frame overlaps the source.
- **Reset:** Erases the frame.

💡 When you tap **Frame**, a basic white frame is instantly added on the source.



Label

When you tap **Label**, the source is instantly labeled by its type name or file name.

You can change the text and its properties to make a special mark.

This tool is available for all sources except text.

Edit Label Text

1. Tap the text area and then change the text.
2. Tap **Save** to go back to the Scene Editor.

A maximum of 1024 characters are supported in total. The more text that is input, the smaller the font will appear. The font size also changes automatically with the label size.

Change Label Properties

- **Theme:** Sets the label's theme color, with white as the default.
- **Dock:** Sets the label's direction (bottom, top, left or right).
- **Position:** Sets the label's position (inside or outside the source). The default position is inside the source, which means that the label and source are overlapped.
- **Size:** Sets the label's height, ranging from 0 to 45, which indicates the proportion of the label height to the source height. The default value is 30.
- **Font:** Sets the label text's font.
- **Alignment:** Sets the alignment (left, center or right) of the label text.
- **Reset:** Removes the label.



Transition

Tap **Transition** to add dynamic effects to your sources.

This tool is available for all sources.

Add entrance transition:

Tap **In** and select an entrance effect from the All tab or any other category tab.



None: No entrance transition (default).



Fade: Fade in.



Fly: Fly in from 4 directions, as indicated by the arrows.



Expand: Expand in from 6 directions, as indicated by the arrows.



Zoom: Zoom in from 9 directions, as indicated by the arrows.

After you select an entrance transition for the first time, Director Mini automatically sets the corresponding exit transition for you. For example, when you set the entrance transition as , the exit transition is set to . You can change the exit transition effect.



Add exit transition:

Tap **Out** and select an exit effect from the All tab or any other category tab.



None: No exit transition (default)



Fade: Fade out.



Fly: Fly out to 4 directions, as indicated by the arrows.



Collapse: Collapse out to 6 directions, as indicated by the arrows.



Zoom: Zoom out to 9 directions, as indicated by the arrows.

After you manually change the exit transition, the entrance transition will not change accordingly. The exit transition will not change along with the entrance transition thereafter.

Change transition speed:

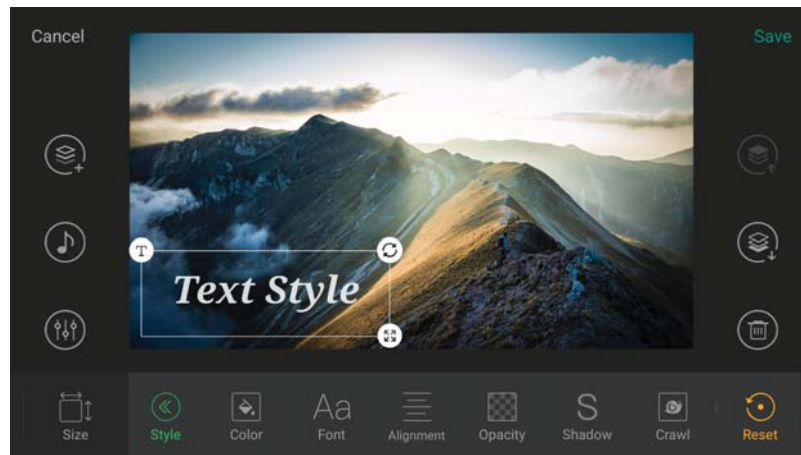
Tap **Duration** and move the slider.

It applies to both the entrance transition and exit transition. A longer duration means a slower transition.

Erase transition:

Tap **Reset** to erase transition effects.

On the Main UI, you can switch scenes to view transition effects.

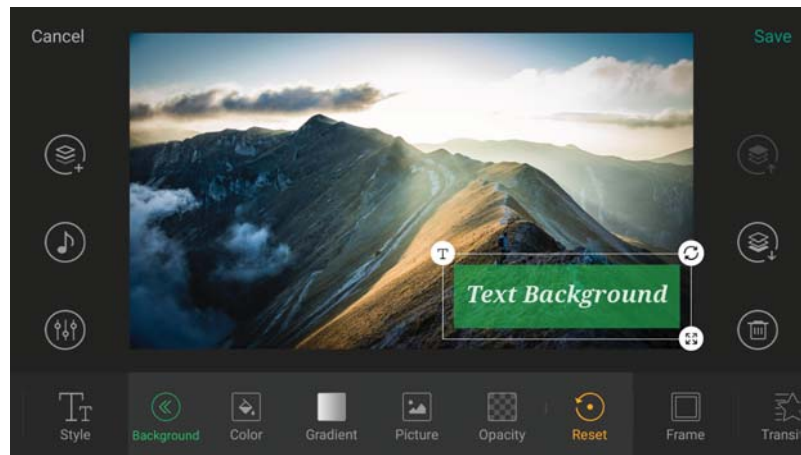


Style

This tool applies to the Text source.

Tap **Style** at the toolbar to define the following properties:

- **Color:** Sets text color.
- **Font:** Sets text font.
- **Alignment:** Sets text alignment (left, center or right).
- **Opacity:** Sets text opacity. The opacity ranges from 0 (completely invisible) to 100 (solid).
- **Shadow:** Applies a shadow to the text. 0 indicates no shadow.
- **Crawl:** Makes the text crawling on the screen by specifying the crawling speed and direction. Speed 0 means no crawling.
- **Reset:** Reverts to the original properties.



Background

This function applies to the Text source.

Tap **Background** to define the following properties:

- **Color:** Specifies a solid color as the text background.
- **Gradient:** Specifies a gradient color as the text background.
- **Picture:** Specifies a picture as the text background. The picture format can be JPG or PNG.
- **Opacity:** Sets the opacity of text background.
- **Reset:** Clears the background.

Color, Gradient and Picture are mutually exclusive. Applying one will overwrite the other.

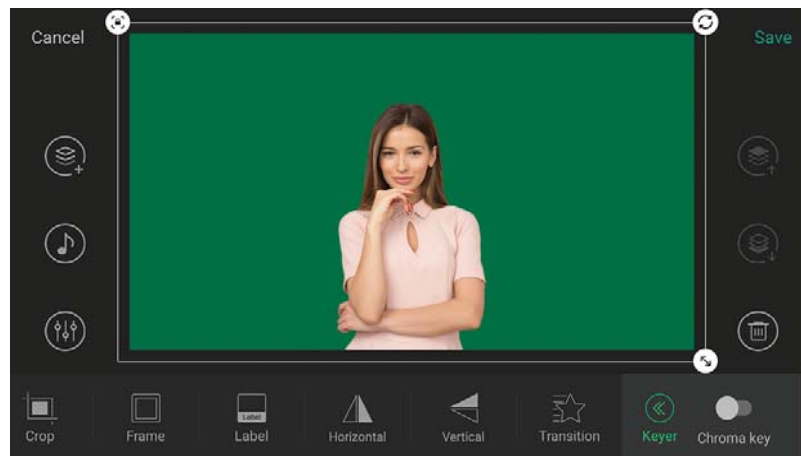


Flip

This tool applies to HDMI and webcam sources.

- Tap  **Horizontal** to flip the source from left to right.
- Tap  **Vertical** to flip the source from top to bottom.



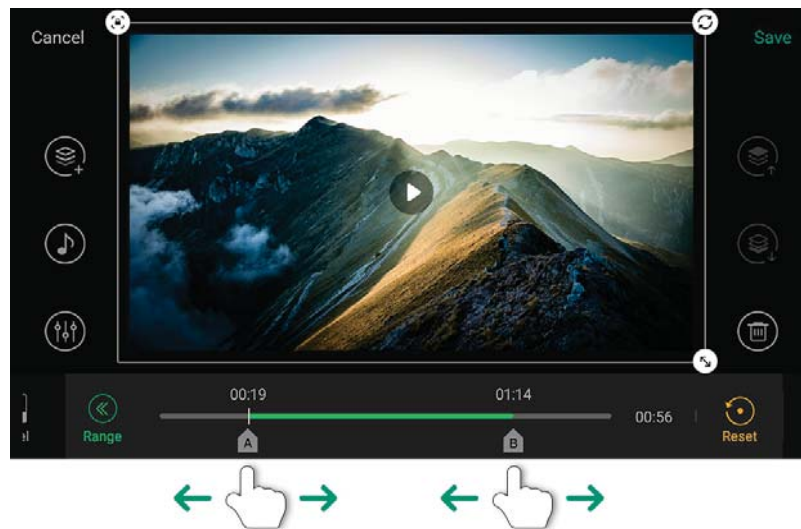


Keyer

Keyer can remove the background of HDMI and WEBCAM sources.

- To get a good effect, you can build the background according to the following suggestions.
 - Use a bright green or blue screen. The contrast in colors makes it easier to distinguish you in the foreground from the bright background. Professional physical green screens are recommended.
 - Make sure the background is flat without any wrinkles or seams, avoiding shadows and uneven lighting.
 - Use higher quality cameras.
 - Ensure that your background color does not match your shirt, hair, or eye color.
 - Adjust your distance from the background to avoid color spill due to getting too close.
 - Use uniform lighting to make the background receive light evenly, and avoid your shadow falling on the background. It is recommended to use a 3-point lighting setup.
- Tap **Keyer**, and toggle on the switch.
The background will disappear.

To restore the background, toggle off the switch.

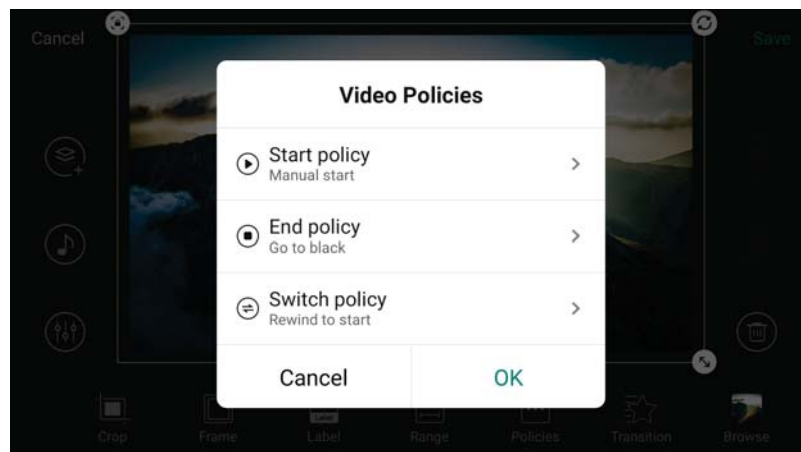


Range

This function applies to the Video Clip source.

An entire video will be played by default, but you can specify a start and end point if you wish to only play part of a video.

As shown in the figure on the left, you can drag and move **A** and **B** tags on the video's progress bar to define start and end points.



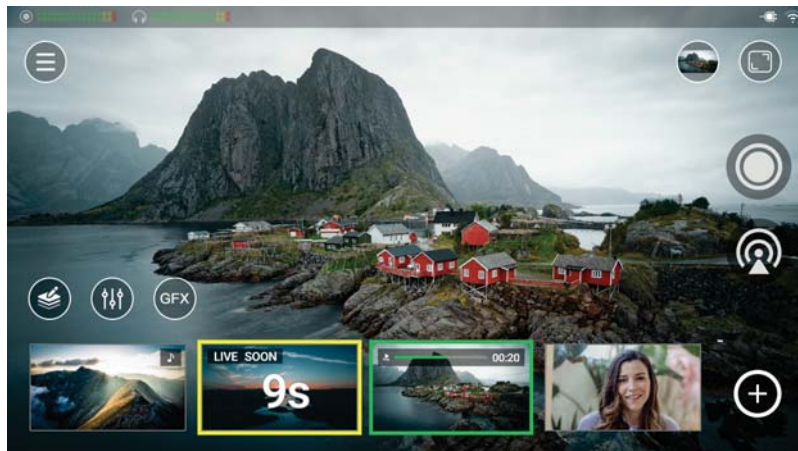
Policies

This function applies to the Video Clip source.

Policies define how a video source is played in the *Show* mode.

- **Start policy:** Defines how video playback is started.
 - **Auto start:** Start to play the video automatically.
 - **Manual start:** Start to play the video when you tap a Play button in the center of the video.
- **End policy:** Defines the action to take when the video playback is over.
 - **Go to black:** Video area turns black.
 - **Repeat video:** Plays the video repeatedly.
 - **Show last frame:** Stops the video and displays the last frame.

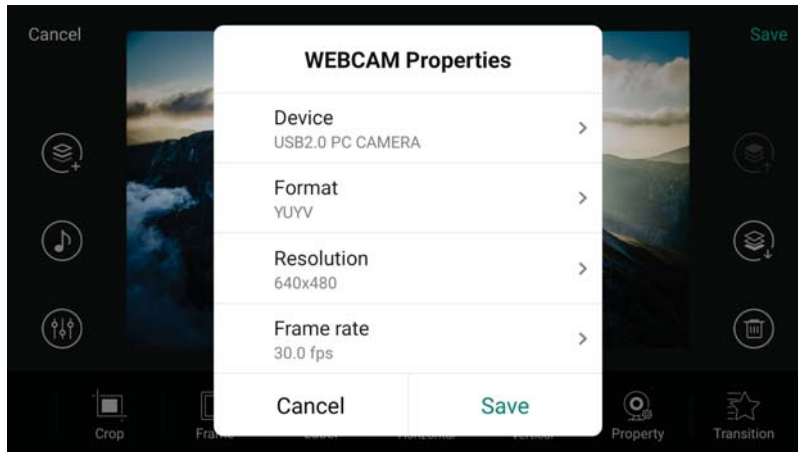
- **Show first frame:** Stops the video and displays the first frame.
- **Hide video:** Hides the video, which makes the video disappear from the screen.
- **Switch to scene N:** Switches to scene N automatically.
- **Switch policy:** Defines how the video is continued if the scene is switched out to another scene and then back before the video playback ends.
 - **Rewind to start:** Replays the video from the beginning.
 - **Pause video:** Pauses the video when the scene is switched out, and resumes when the scene is switched back.



Preview the video

On the Main UI, you can tap the playback button to view the video clip contained in a scene. You will find some information about the video at the top of the scene thumbnail, including the video's end policy, progress bar, and total length.

-  : indicates the video will Go to black, Show last frame, Show first frame, or Hide video.
-  : indicates the video will play repeatedly.
-  : indicates the video will switch to scene N. When the video is playing back, the scene to switch to will be highlighted with a flashing yellow frame, a LIVE SOON mark and a countdown clock during the last 10s of the current video.



Property

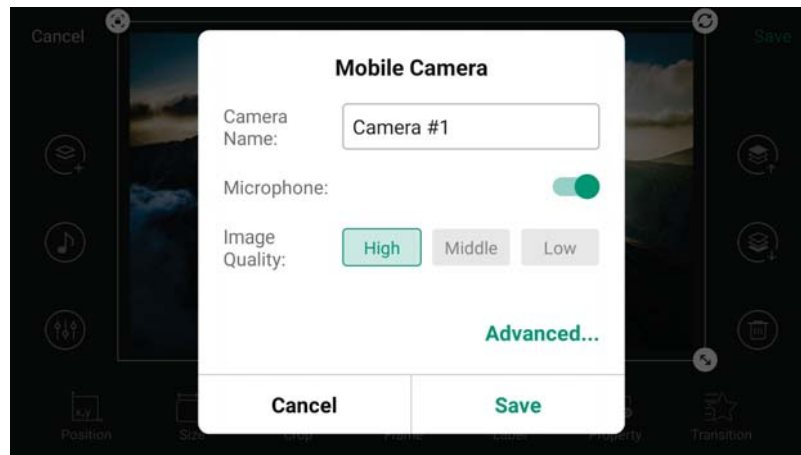
This tool applies to the WEBCAM and Mobile Camera.

Change WEBCAM's Properties

1. Ensure that a WEBCAM is connected to the device.
2. Select the WEBCAM source.
3. Tap  to open the WEBCAM Properties window.
4. View and select properties of the WEBCAM.
 - **Device:** the information of current WEBCAM. Tap **Device**, and it lists all the connected WEBCAM devices. You can select one to switch.
 - **Format:** the current format. Tap **Format**, and it lists all the available format options. You can select one to switch.
Supported formats: YUYV, MJPG, NV12
 - **Resolution:** the current resolution. Tap **Resolution**, and it lists all the available resolution options. You can select one to switch.
Supported resolution: up to 1920x1080
 - **Frame rate:** the current frame rate. Tap **Frame rate**, and it lists all the available frame rate options. You can select one to switch.
Supported frame rate: up to 60fps

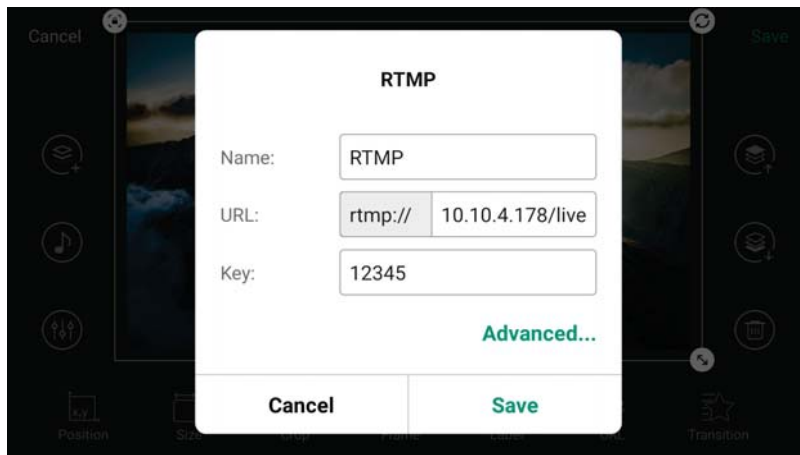
The changeable properties and parameters of different WEBCAM devices may differ.

5. Tap **Save** after you change properties.



Change Mobile Camera's Properties

1. Select a Mobile Camera source.
2. Tap  to open the Mobile Camera window.
3. Change properties as needed. For details, please refer to [Create Mobile Camera](#).
4. Tap **Save** after you change properties.



URL

This tool applies to the stream source, and you can change properties of the stream.

1. Tap  URL to open the stream's property window.
2. Change properties as needed. For details please refer to [Add Stream](#).
3. Tap **Save**.

Browse

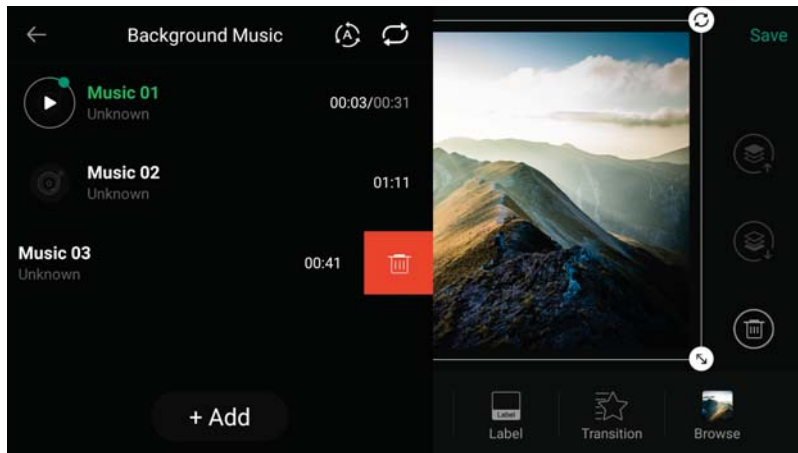
This function applies to the Video Clip and Picture/Logo sources.

Tap **Browse** to open the storage, where you can select an image or a video clip to replace the current image or video.

The replacement will not change the configured properties of the Video, Picture or Logo source except its size and position.

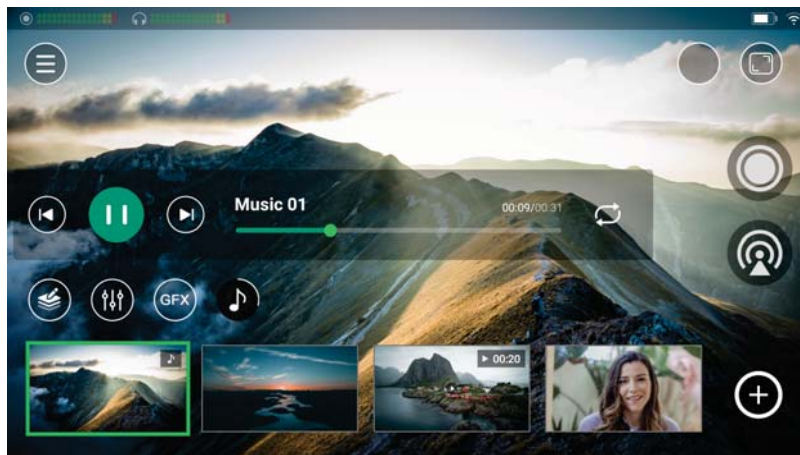
Background Music

You can add background music to a scene to enrich your show.



Add Background Music

1. On the Main UI, tap a scene thumbnail and tap  to open the Scene Editor.
2. Tap , select a storage path, and then select an audio file to add. Supported formats are MP3, M4A, WAV files.
3. The **Background Music** page pops out, and you can:
 - Add more songs by tapping **+ Add**.
 - Start or pause a song by tapping on the song.
 - Delete a song by swiping the song to the left and tapping .
 - Set the music start policy at the upper right corner.
 -  : automatically start (default policy)
 -  : manually start
 - Set the music playback policy at the upper right corner.
 -  : Repeat the playlist. (default policy)
 -  : Repeat the selected song.
 -  : Shuffle the playlist.
4. Exit the **Background Music** page by tapping  or tapping other area on the screen.



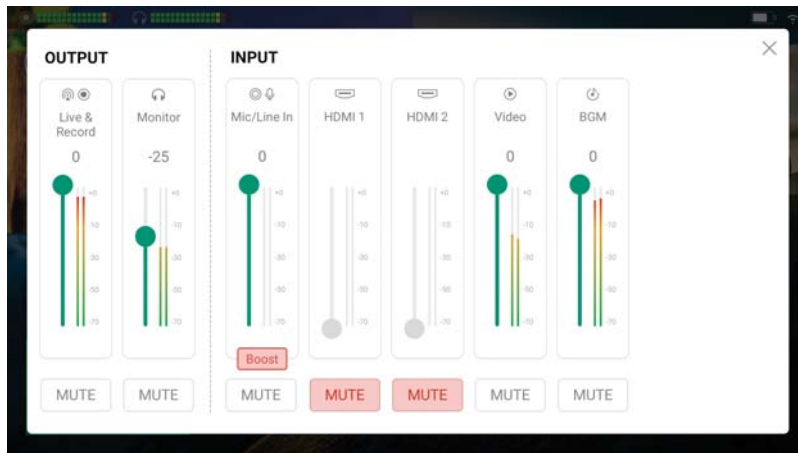
Control BGM Playback

After you have added background music to a scene, the BGM icon will be displayed on the scene thumbnail and Main UI. You can control the playback of the background music while previewing, streaming or recording the scene.

1. On the Main UI, tap a scene thumbnail with the BGM icon.
2. Tap  to reveal the BGM playback bar.
3. Tap the buttons on the playback bar to control the BGM playback.
 - Tap  to play or  to pause.
 - Tap  to play the previous song or  to play the next song.
 - Drag the playhead to a specified position.
 - Set the loop policy:
 - : Repeat the playlist
 - : Repeat the song
 - : Shuffle the playlist

Volume Control

The volume control panel enables you to adjust the input audio for each scene and the output audio for a show.



Open the Volume Control Panel

1. Tap a thumbnail on the scene list.
2. Tap  on the Main UI.
3. Or tap  on the Main UI to open the Scene Editor, and then tap .

Audio Types

On the volume control panel, each audio type consists of a volume slider for controlling the volume and a volume meter showing the volume in real time.

Output

-  **Live & Record**: Audio output for recording or streaming. It is enabled by default.
-  **Monitor**: Audio output for monitoring. It is enabled by default.

The audio can output to the headphones, Bluetooth earphones, and second screen. The priority order is Second Screen > Bluetooth Earphones > Headphones.

Input

-  **Mic/Line In:** Audio from a microphone or line in device. It is turned on by default.

💡 During live streaming, you can add real-time audio, such as commentating a live sports game, and you can also record it with your show.

-  **HDMI:** Audio from an HDMI source. HDMI 1 and HDMI 2 are added to the audio list by default, and will be turned on automatically when the HDMI source is added to the scene.

💡 If you only need the audio from an HDMI source, you can turn on the audio manually without adding the source to the scene.

-  **Video:** Audio embedded in the video clip source. It is turned on and added to the audio list automatically when the source is added.
-  **BGM:** Audio from the background music. It is turned on and added to the audio list automatically when the source is added.
-  **Stream:** Audio from the stream source. It is turned on and added to the audio list automatically when the source is added, and displays the self-defined name. If multiple streams are added, there will be multiple corresponding icons.
-  **Mobile Camera:** Audio from the Mobile Camera. It is turned on and added to the audio list automatically when the source is added, and displays the self-defined name. If multiple Mobile Cameras are added, there will be multiple corresponding icons.

Control Audio

You can adjust the volume of each audio, and turn on or turn off any audio.

- **Adjust volume**

Move the volume slider to raise/lower the volume.

- **Turn on/off audio:**

There are two ways to turn on/off audio.

1. Tap the gray MUTE to turn off audio and the red MUTE to turn on audio.
2. Move the volume slider to -70 to turn off the audio, or move the slider from -70 to higher DB to turn on the audio.

- **Boost the audio of Mic/line in**

If the audio signal of Mic/Line In is weak, you can tap **Boost** to get a higher input level.

Monitor Audio

You can monitor the real-time volume of output audio, which are shown as sound meters at the upper left corner on the Main UI, and make timely adjustments accordingly.

Usually, the left audio icon is . During streaming, it changes to .

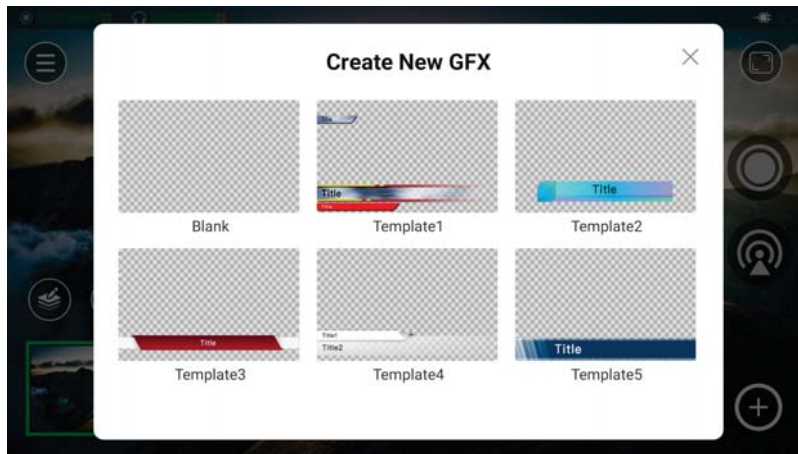
Read the Meters

The sound meter consists of three sections: green, yellow, and red.

- **Red:** This area should be avoided as it sounds unpleasant.
- **Yellow:** The audio volume is normal but should avoid touching the red section.
- **Green:** The audio volume is normal.

Graphic Overlays

Graphic Overlay (GFX) enables a predefined logo, picture and text combination to show on the scene during recording and streaming. It is useful when you want to add lower thirds or a company logo to your show. It adds a professional touch to your show, making it more interactive.



Add GFX

You can create a [GFX](#) from scratch, or by using a template.

Create a [GFX](#) from blank:

1. Tap  on the Main UI to open the **Create New GFX** window.
2. Select **Blank** to enter the [GFX Editor](#) page.
3. Tap , and then select **Picture or Logo** to add an image, or select **Text** to add texts.
4. Modify text and image sources. (See [Edit Scene](#) for details.)
5. Tap **Save** to enter the **Graphics Overlay** page.
6. (Optional) To add more [GFX](#), tap **New**, and then repeat step 2 to 5.

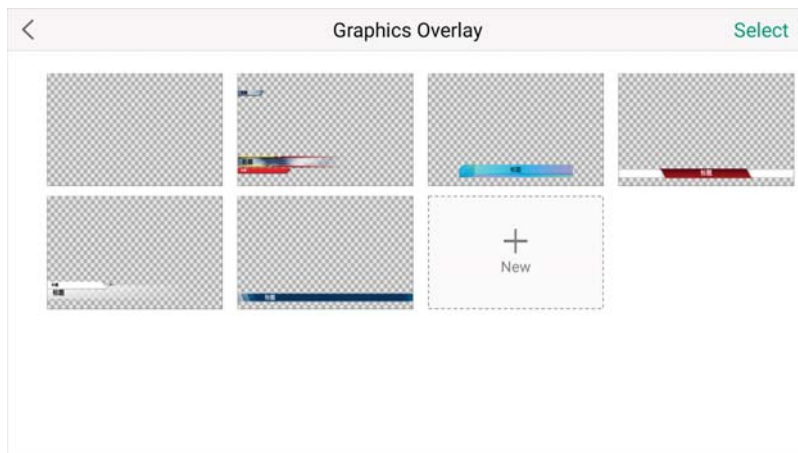
After you add a [GFX](#), when you tap  on the Main UI, you will enter the **Graphics Overlay** page directly.

7. Tap  to go back to the Main UI.

Create a GFX from a template:

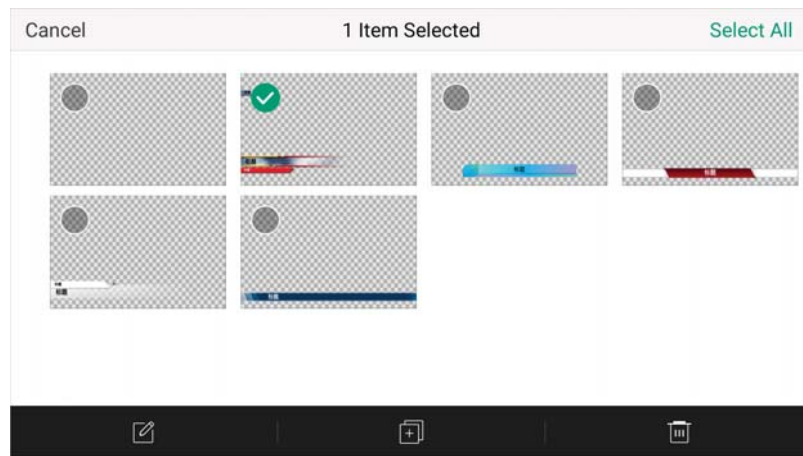
1. Tap  on the Main UI to open the **Create New GFX** window.
2. Select a template to enter the **GFX Editor** page.
3. (Optional) Tap  to add more custom texts or images.
4. Edit sources. (See [Edit Scene](#) for details.)
For the original content in the template, only part of properties can be edited.
For custom text and image sources, you can modify all related properties.
5. Tap **Save** to enter the **Graphics Overlay** page.
6. (Optional) To add more **GFX**, tap **New**, and then repeat step 2 to 5.
7. Tap , to go back to the Main UI.

After you have created a **GFX**, you can apply it to a show while streaming or recording the show. For details, see [Apply Graphic Overlays](#).



Preview GFX

1. Tap  on the Main UI to open the **Graphics Overlay** window.
2. Tap a **GFX**, and then it goes back to the Main UI in full-screen mode, and the **GFX** is displayed on the screen. After a while, it exits the full-screen mode.
3. The **GFX** will disappear automatically in 5 seconds.



Edit GFX

You can edit the existing [GFX](#).

1. Tap  on the Main UI to open the **Graphics Overlay** window.
2. Tap **Select**, and then select a [GFX](#).
3. Tap  to enter the **GFX Editor** page, and then edit it as needed.

Copy GFX

You can create a [GFX](#) by copying an exiting [GFX](#).

1. Tap  on the Main UI to open the **Graphics Overlay** window.
2. Tap **Select**, and then select a [GFX](#).
3. Tap  to copy the [GFX](#).

Delete GFX

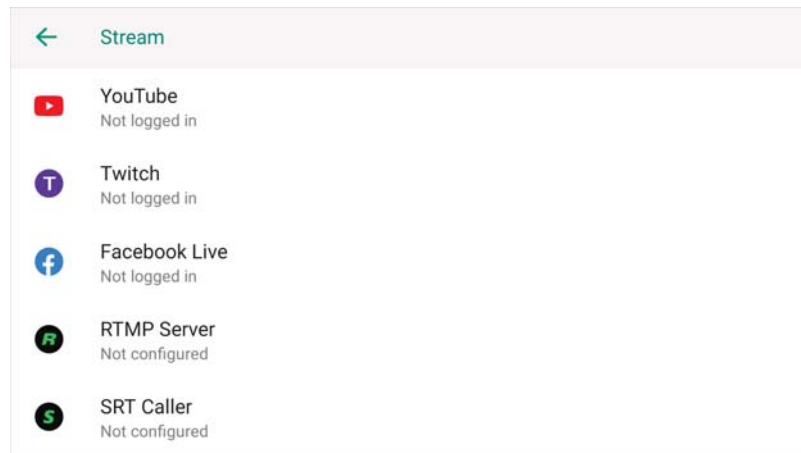
1. Tap  on the Main UI to open the **Graphics Overlay** window.
2. Tap **Select**, and then select one or more [GFX](#), or tap **Select All** to select all the [GFX](#).
3. Tap  to delete.

Start Streaming and Recording

Director Mini can stream to multiple platforms, and supports recording the show for later use. You can stream and record separately or simultaneously, and implement interactive operations to attract your audience.

Live Streaming

You can stream to two platforms with different encoding formats at the same time.



Configure Streaming Server

Before streaming your show, you need to configure the destinations you want to stream to. Director Mini supports YouTube, Twitch, Facebook Live servers, as well as [RTMP](#) and [SRT](#) servers.

To configure a server, please tap  > **Settings** > **Stream** to open the stream setting page, and then select a server.

Then follow the steps below to configure the streaming server.

 If no auto stream is enabled for any server, you can also tap  on the Main UI and then select a server to enter its configuration page.

← YouTube

Name
YouTube

Encoder
High quality

Authentication
[Log in](#)

Ingest Server

Post To

← YouTube

Ingest Server

Post To

Auto Stream ☐

✓ Test

🗑 Delete

Configure YouTube Server

1. Select **YouTube** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encoder**, and select an encoder. Options are as follows.
 - High Quality: 1080p, 60FPS, 8.0Mbps
 - Middle Quality: 720p, 60FPS, 4.0Mbps

You can modify encoder parameters as needed by tapping the edit button behind the encoder. For details, please refer to [Modify Encoder](#).

4. Tap **Log In** under **Authentication**, and then follow the instructions to log into your account.

If you have not enabled live streaming for your YouTube account, your YouTube login will fail. Also note that you need to have live streaming enabled 24 hours before starting streaming. For details, see [Why can't I log in to my YouTube account](#).

5. Set the **Ingest Server**.
You can select **Backup YouTube ingest server** or **Primary YouTube ingest server**.
6. Set the **Ingest Server**.
You can select **Primary server (rtmp)**, **Primary server (rtmps)**, **Backup server (rtmp)**, or **Backup server (rtmps)**.
7. Tap **Post to**, and select a channel, event, or **New stream**.

If you select **New stream**, you need to set **Title** (mandatory), **Description**, and **Privacy**.

- **Privacy** options are:
 - **Public**: The stream is visible to all people.
 - **Private**: The stream is visible only to you and people selected by you.
 - **Unlisted**: The stream is visible only through a link.

8. (Optional) Tap on **Auto Stream**.
9. Tap **Test** to test whether the previous configurations are working properly.
10. Tap  to return to the previous menu.

← Twitch

Name
Twitch

Encoder
High quality

Authentication
[Log in](#)

Ingest Server

Auto Stream ☐

← Twitch

Authentication
[Log in](#)

Ingest Server

Auto Stream ☐

✓ Test

🗑 Delete

Configure Twitch Server

1. Select **Twitch** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encoder**, and select an encoder. Options are as follows.
 - High Quality: 1080p, 60FPS, 8.0Mbps
 - Middle Quality: 720p, 60FPS, 4.0Mbps

You can modify encoder parameters as needed by tapping the edit button behind the encoder. For details, please refer to [Modify Encoder](#).

4. Tap **Log In** under **Authentication**, and then follow the instructions to log into your account.
5. Set the **Ingest Server**.
The system lists available servers. You can select a nearby server for an optimal network path.
6. (Optional) Enable **Auto Stream**.
7. Tap **Test** to test whether the previous configurations are working properly.
8. Tap ← to return to the previous menu.

←

Name
Facebook Live

Encoder
High quality

Authentication
[Log in](#)

Ingest Server

Post To

←

Title

Description

Auto Stream ☐

Test

Delete

Configure Facebook Live Server

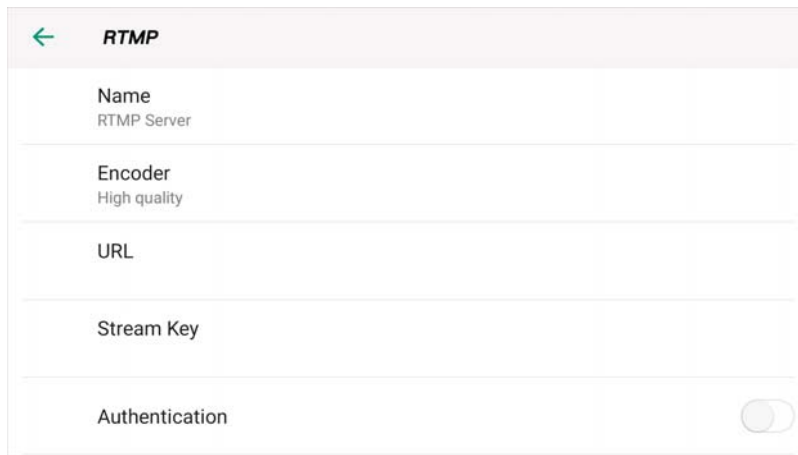
1. Select **Facebook** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encoder**, and select an encoder. Options are as follows.
 - High Quality: 1080p, 60FPS, 8.0Mbps
 - Middle Quality: 720p, 60FPS, 4.0Mbps

You can modify encoder parameters as needed by tapping the edit button behind the encoder. For details, please refer to [Modify Encoder](#).

4. Tap **Log In** under **Authentication**, and then follow the instructions to log into your account.
After you log in successfully, the system automatically selects a server for you, which you cannot change.
5. Configure streaming to Timeline or Pages.
 - i. Tap **Post to** to access the list of Timeline and Pages.
 - ii. Tap to select Timeline or a Page as the streaming destination.
6. (Optional) Set **Title** and **Description**.

Title supports a maximum of 255 bytes.

7. (Optional) Enable **Auto Stream**.
8. Tap **Test** to test whether the previous configurations are working properly.
9. Tap to return to the previous menu.



← **RTMP**

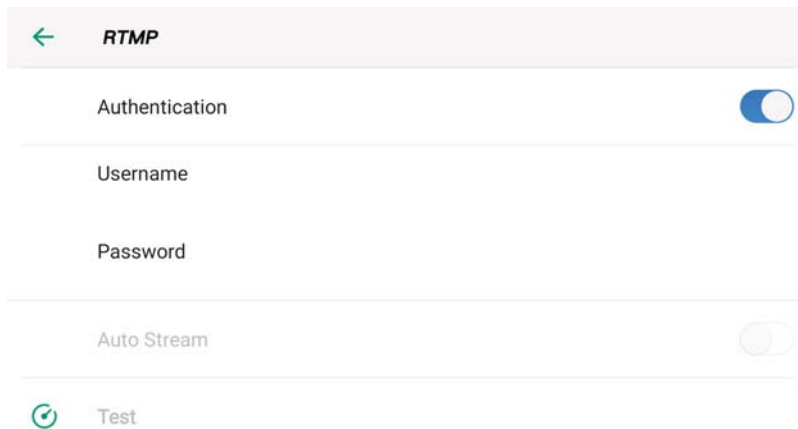
Name
RTMP Server

Encoder
High quality

URL

Stream Key

Authentication ☐



← **RTMP**

Authentication ☒

Username

Password

Auto Stream ☐

✓ Test

Configure RTMP Server

1. Select **RTMP Server** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encoder**, and select an encoder. Options are as follows.
 - High Quality: 1080p, 60FPS, 8.0Mbps
 - Middle Quality: 720p, 60FPS, 4.0Mbps

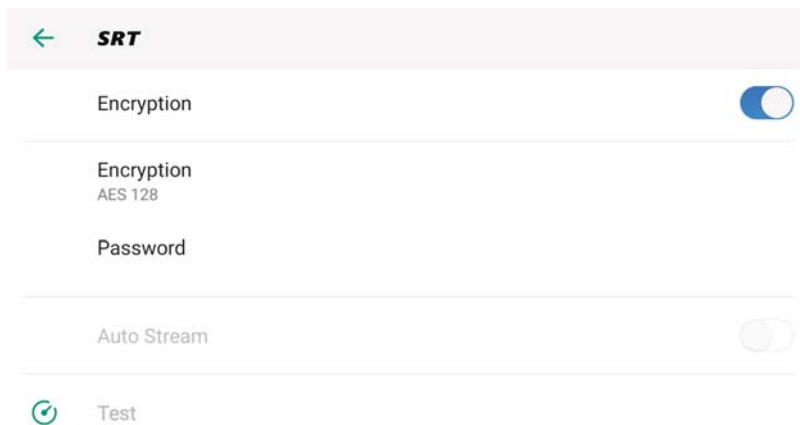
You can modify encoder parameters as needed by tapping the edit button behind the encoder. For details, please refer to [Modify Encoder](#).

4. Enter **URL** and **Stream Key**.
5. (Optional) Turn on **Authentication** if needed, and then enter your **Username** and **Password** at the third-party live streaming platform.
6. (Optional) Enable **Auto Stream**.
7. Tap **Test** to test whether the previous configurations are working properly.
8. Tap ← to return to the previous menu.



← **SRT**

Name	SRT Caller
Encoder	High quality
Address	
Port	
Latency	120ms



← **SRT**

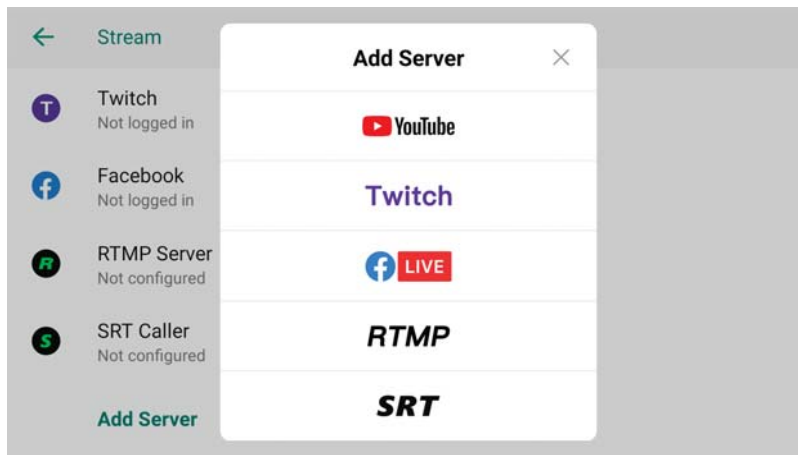
Encryption	☒
Encryption	AES 128
Password	
Auto Stream	☐
 Test	

Configure SRT Caller

1. Select **SRT Caller** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encoder**, and select an encoder. Options are as follows.
 - High Quality: 1080p, 60FPS, 8.0Mbps
 - Middle Quality: 720p, 60FPS, 4.0Mbps

You can modify encoder parameters as needed by tapping the edit button behind the encoder. For details, please refer to [Modify Encoder](#).

4. Enter **Address**, **Port** and **Latency**.
5. (Optional) Toggle on **Encryption**, and then select an encryption algorithm, and enter the Password.
6. (Optional) Toggle on **Auto Stream**.
7. Tap **Test** to test whether the previous configurations are working properly.
8. Tap  to return to the previous menu.

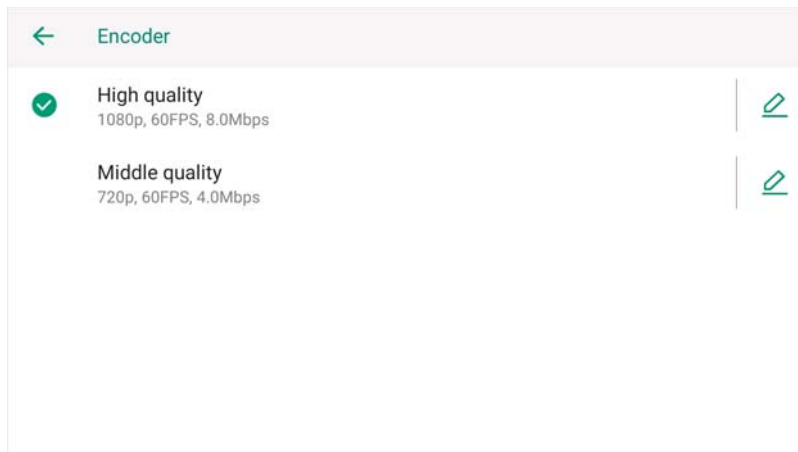


Add More Servers

1. Select **Add Server** in the stream setting page.
2. Select one server, and operate as the previous steps.

Delete Servers

- In the stream setting page, swipe a server to the left, and then tap .
- Or tap a server to enter its configuration page, and then tap **Delete** at the bottom.



Modify Encoder

Director Mini provide two encoders. You can choose one encoder for each streaming server and recording, and you can modify encoder parameters as needed.

1. Tap  > **Settings** > **Stream**, select a server to enter the server configuration page.
2. Or tap  > **Settings** > **Record**, to enter the record configuration page.
3. Tap **Encoder**.
4. To select an encoder, just tap one of the following options.
 - High Quality: 1080p, 60FPS, 8.0Mbps (by default)
 - Middle Quality: 720p, 60FPS, 4.0Mbps (by default)
5. To modify an encoder, tap the edit button behind an encoder to set the


Modify Encoder

Name
 High quality

Resolution
 1920×1080

FPS
 60fps

Bitrate
 8.0Mbps

Key frame interval
 2s


Modify Encoder

Bitrate
 8.0Mbps

Key frame interval
 2s

Profile
 High Profile

Bitrate mode
 VBR

Audio
 48khz, aac, 128kbps

following properties.

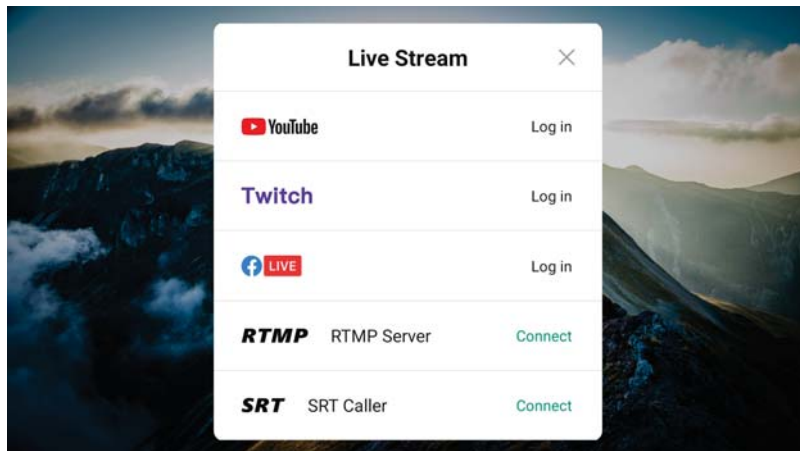
- **Name:** Enter a self-defined name.
- **Resolution:** Width and height of the video frame, in pixels. Options include: 1280x720 and 1920x1080.
- **Frame Rate (FPS):** Number of frames in one second of video. Options range from 15fps to 60fps, covering the most often used frame rates. A higher frame rate provides more smooth visual experience.
- **Bitrate:** Data volume in one second of video. Options vary along with the combination of selected resolution and frame rate, up to 30.0Mbps.
- **Key frame interval:** Interval for transmitting a key frame, namely a frame containing a complete picture. Available options are 1s, 2s, 5s, 10s, 30s, 60s. The default value is 2s.
- **Profile:** A profile defines how the H.264 codec can encode streams. Available profiles are:
 - **Baseline Profile:** A simple profile with a low compression ratio, easier to encode and decode.
 - **Main Profile:** An intermediate profile with a medium compression ratio. It is used in videos for mainstream consumer electronic devices, such as MP4, portable video player, and PSP.
 - **High Profile:** A complex profile with a high compression ratio. This is the most efficient and powerful profile and is for best quality video, primarily used for HDTV broadcast and disc storage.
- **Bitrate mode:** Mode for whether to allow bit rates to change to accommodate different video content. Available options are:
 - **CBR:** Constant bit rate. It means that your stream will be encoded using

the selected bit rate over all the time.

- **VBR:** Variable bit rate. In this mode, the encoder dynamically increases or decreases the bit rate based on the image bitrate needs. VBR is preferred to CBR when you expect better image quality.
- **Audio:** Sample rate, encode format and bitrate of audio. Available options are:
 - 48khz, [aac](#), 64kbps
 - 48khz, [aac](#), 96kbps
 - 48khz, [aac](#), 128kbps

6. Tap  at the upper left corner to return to the previous menu.

💡 Once you change the properties of one encoder, it will take effects to all the servers and recording selecting this encoder.
You can optimize these parameters based on your specific use case. A reference is available at [How to optimize encoding settings](#).



Start Live Streaming

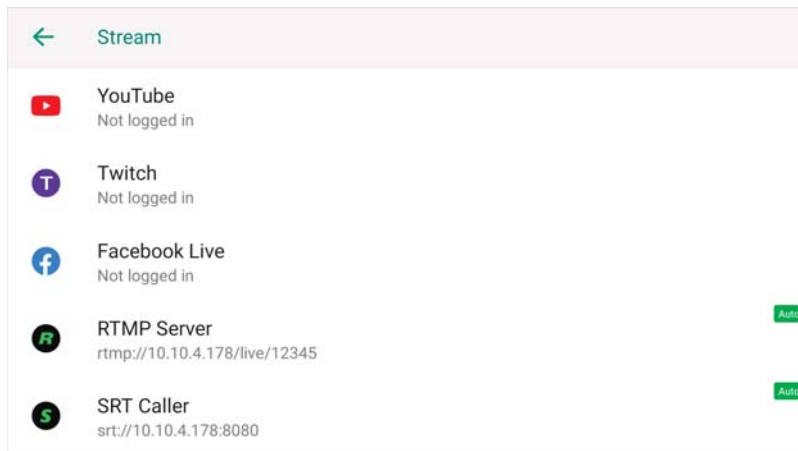
Director Mini supports streaming to two servers at the same time. You can start live streaming through two methods: Manual Stream and Auto Stream. Manual Stream requires you to manually connect and stream to configured servers individually. Auto Stream allows you to specify up to two configured servers and automatically connect and stream to these servers at the same time.

Manual Stream

1. Ensure your Director Mini is connected to the Internet.
2. Ensure you have [configured streaming sever](#).
3. Start streaming:
 - a. Tap  on the Main UI.
 - b. Tap **Connect** next to a configured server in the **Live Stream** window.

If you have not configured the server, tap the server, and it will go to the configuration page.

- c. (Optional) Repeat the above steps to stream to another server at the same time.
 - The maximum number of servers you can simultaneously connect to is two. This limit is set to ensure stream performance.
 - If you have not configured any other server, you cannot stream to another server, and it will not go to the configuration page when you tapping another server.



4. Stop streaming:
 - a. Tap  on the Main UI.
 - b. In the Live Stream window, tap **Disconnect** of a working server to stop streaming to the server.
 - c. (Optional) Repeat the above steps to stop streaming to the other server.

Auto Stream

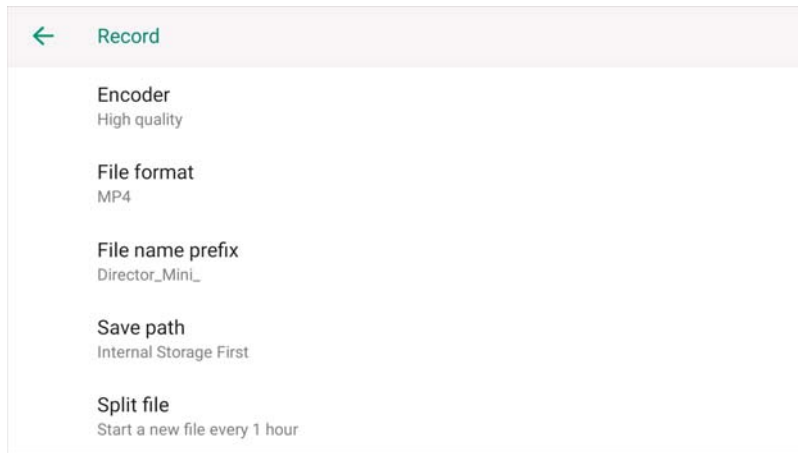
1. Ensure your Director Mini device is connected to the Internet.
2. Ensure you have turned on **Auto Stream** when you [configure streaming sever](#).
 - You can enable **Auto Stream** for two servers at most. This limit is set to ensure stream performance.
 - You can check which server is enabled with Auto Stream by tapping  > **Settings** > **Stream**, and the server is marked with "Auto".
3. Tap  on the Main UI to start streaming.
4. Tap  on the Main UI to stop streaming.

Technical tips for a successful stream event:

- Test your stream before you go live.
- Check your network connectivity and encoding settings.

Recording

You can record a show during live streaming or independently.



Set Recording Properties

Before recording, you may need to set recording properties. Otherwise, it will use the default settings to record.

1. Tap  > **Settings** > **Record**.
2. Tap **Encoder**, and then select an encoder. And you can modify encoder parameters. For details please refer to [Modify Encoder](#).
3. Tap **File format** to set the format of recording file. Options include MP4 and MOV. By default, the format is MP4.
4. Tap **Filename prefix**, and then you can enter a self-defined name.
5. Tap **Save path**, and then select your preferred path, **Internal Storage First** or **SD Card First**. By default, it uses Internal Storage First.

You can also set storage path in [Storage](#).

6. Tap **Split file**, and then you can choose to split your recording file by time or by size. By default, it starts a new file every 4 GB.
 - **By time:** start a new file by every x minutes or x hours. Tap the edit button to set as your preference.
Options include 10 minutes, 20 minutes, 30 minutes, 1 hour, 1.5 hours, and 2 hours.

The first file will start from the current time and end on the hour, and then the second file will start, so that it is more convenient for you to view your video clips. For example, when you choose to start a new file every 1 hour, if the first file starts at 8:30:03 am, it will end at 9:00:00 am. Then the second file will start at 9:00:00 am.

It also takes effect for x minutes. For example, when you choose to start a new file every 10 minutes, if the first file starts at 8:08:03 am, it will end at 8:10:00 am, and the second file will start at 8:10:00 am.

- **By size:** start a new file by every x MB or x GB. Tap the edit button to set as your preference.

Options include 100 MB, 200 MB, 500 MB, 1 GB, 1.5 GB, 2 GB, 2.5 GB, 3 GB, 3.5 GB, and 4 GB.

7. Tap  at the upper left corner to go back.

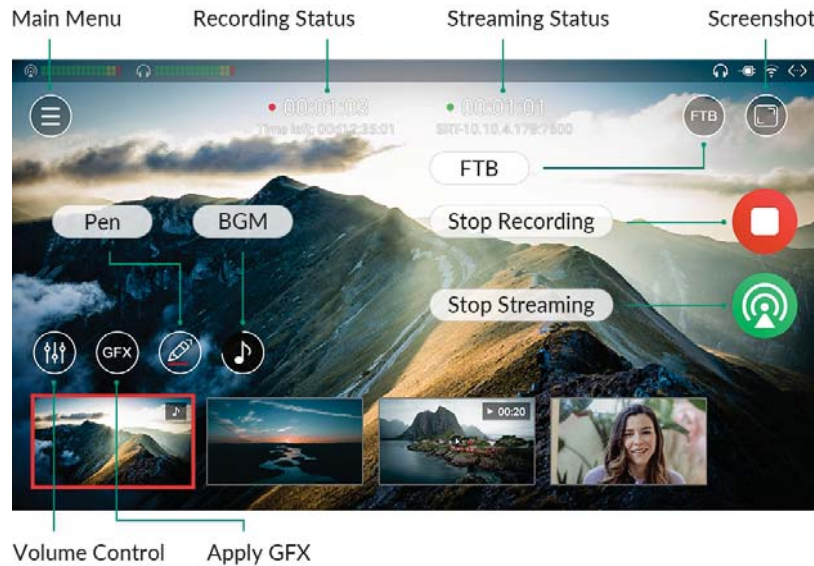
Start Recording

1. On the Main UI, tap  to start recording.
2. Tap  to stop recording.
3. Tap  to open the [Album](#) to view recorded video clips and screenshots. When there are video clips or screenshots in the album, a thumbnail of the latest file will be displayed in the album button.

💡 When the recording time is less than 1s, the recording file will not be saved.

Enrich Your Live Show

During recording or live streaming, you can implement many operations on the Main UI to enrich your show.



Interactions During Streaming and Recording

- **Switch scenes:** Tap thumbnails in the Scene List to switch scenes. For details, see [Switch Scenes](#).
- **Control volume:** Tap  to control volume. For details, see [Volume Control](#).
- **Apply GFX:** Tap  to apply **Graphic Overlay** to the current scene. For details, see [Apply Graphic Overlays](#).
- **Mark on screen:** Tap  to draw or write on the screen to make marks. For details, see [Mark on Screen](#).
- **Control BGM:** Tap  to control the playback of BGM. For details, see [Control BGM Playback](#).
- **Check show status:** See [Check Streaming/Recording Status](#).
- **Enable FTB:** Tap  to enable the *Fade to Black* effect. For details, see [Enable FTB](#).
- **Take screenshots:** Tap  to take a screenshot of the current scene. Screenshots are saved in the album.



Switch Scenes

You can tap a scene thumbnail in the scene list to switch to the scene.

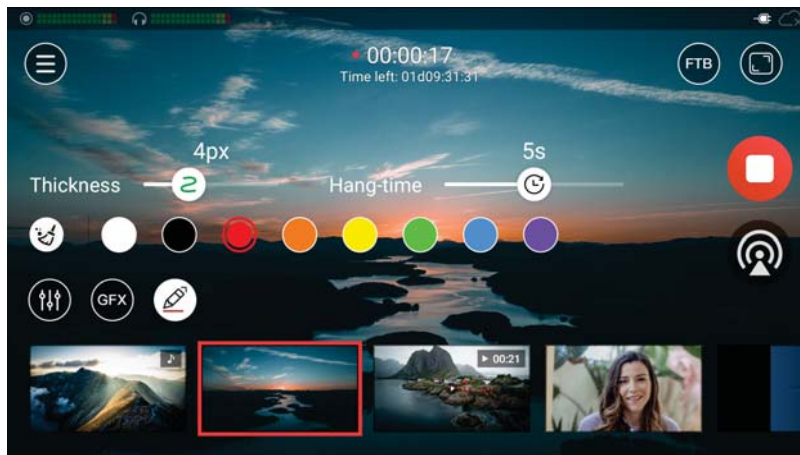
Display the Scene List:

During streaming or recording, if no other window (such as Volume Control) is open and no operation is performed in 5 seconds on the Main UI, the Scene List will hide automatically. You can tap  to bring back the Scene List.

Apply Graphic Overlays

After adding some graphic overlays in the **Produce** mode, you can apply them to a scene in the **Show** mode in real time. You can display one graphic overlay at one time.

1. Start recording or live streaming.
2. Tap  on the Main UI to open the **GFX** list, scroll through the **GFX** list, and then select one **GFX**.
3. If you want to change to another **GFX**, repeat step 2.
4. If you want to remove the applied **GFX** from the current scene, open the **GFX** list, and then tap the applied **GFX**, which is surrounded by a green frame.
The applied **GFX** will only appear on the current scene. It disappears when you switch to another scene.



Mark on Screen

Director Mini provides the **Pen** to make marks on your show.

1. Tap  on the Main UI, to enter the Mark mode.
2. Draw or write on the screen to make marks.
3. Clear the marks.
 - The marks will disappear automatically after 5 seconds by default. You can refer to [Set pen properties](#) to set the hang-time.
 - Tap the screen, and then switch to another scene to clear the marks.
 - Manually clear all the marks: Tap the screen, long press , and tap .
4. Tap the screen, and then tap  to exit the Mark mode. This operation will also clear marks.

Set pen properties

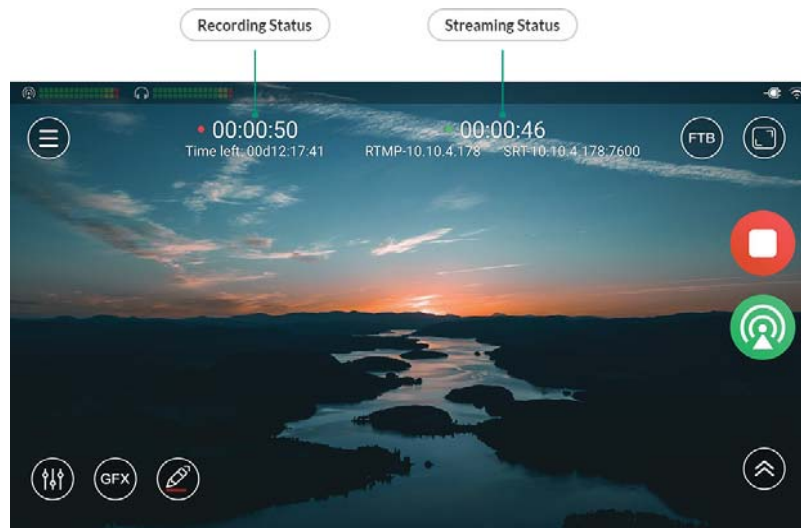
To set pen properties for the current scene, long press  to enter the pen editing window, on which you can:

- Select a color for marking. The default color is red.
- Drag the **Thickness** slider to define the pen width. The default width is 4 pixels.
- Drag the **Hang-time** slider to define the time for each mark to remain on the screen. The default time is 5 seconds. The range is 0-10s. 0 indicates that the marks will not disappear unless you manually clear them.

Enable FTB

The **FTB** (Fade to Black) function allows your screen to fade into black during streaming or recording, with no video nor audio output. This function is most often used at the end of a scene or show.

- When streaming or recording, tap  on the Main UI.
Your audio/video output will be stopped. Your audience can only see a silent black screen.
- To continue your show, tap  again.
Your show will go back to the screen and continue.



Check Streaming/Recording Status

Once you start recording or live streaming, the corresponding status symbols are displayed on the top of Main UI. If everything is working correctly, the text under the count time should be white. If there is a failure or operational issue, the text will be colored.

Recording status

Once you start recording, the recording status will be displayed on the Main UI. It is marked by a red dot sign, showing the recording duration and the left storage space which is counted as the left time to record.

- **Red recording text:** The remaining recording time is less than 10 minutes. It means that the storage space is running out. When the remaining recording time reaches 5 minutes, a warning will appear and the device will stop recording automatically in order to ensure streaming can continue, and your current recording file will not be corrupted.

Streaming status

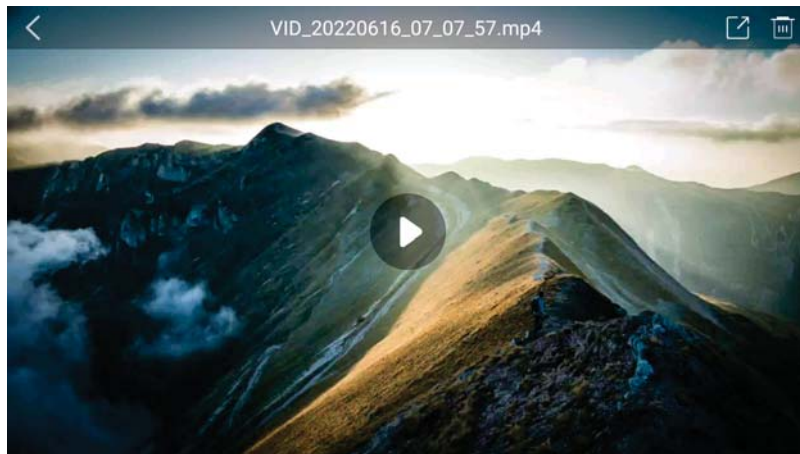
Once you start streaming, the streaming status will be displayed on the Main UI. It is marked by a green dot sign, showing the streaming duration and streaming server information. When you stream to two servers at the same time, it displays information of the two servers.

- **Yellow streaming text:** The data transmission speed of the current live streaming is too slow.
- **Red streaming text:** Director Mini is trying to reconnect to the streaming server.

Album

The Album displays the screenshots you have taken or videos you have recorded which are stored in the internal storage or SD card, categorized into All, Video, and Image, and sorted by time.

In the album, you can preview, export, and delete the images or video clips.

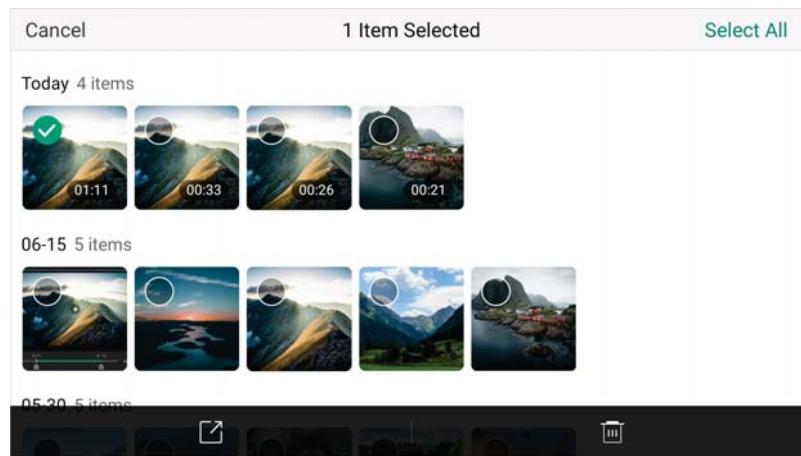


Preview Video Clips & Images

1. Tap  to open the Album.

When the album contains video clips and screenshot files, the button will show the thumbnail of the latest file.

2. Tap a video clip or an image to preview it in full screen.
3. While previewing, you can
 - Tap  or  in the upper right corner to export or delete the video or image.
 - Tap  to play the video, or tap the screen, and then tap the play or pause button to control video playback.
4. Tap  to go back.



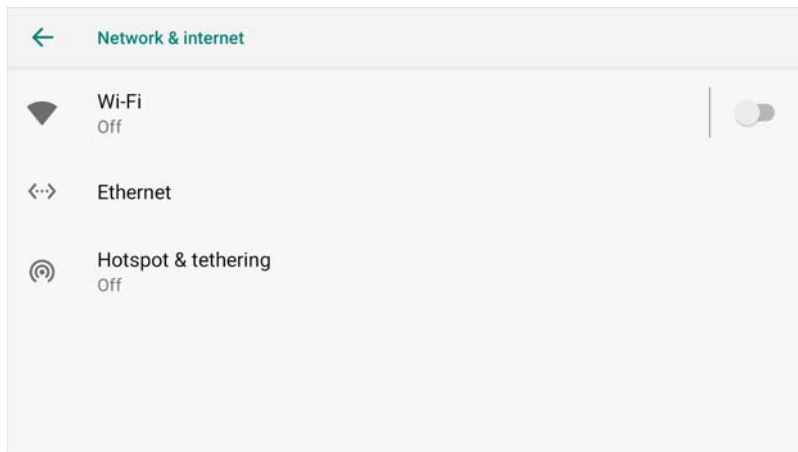
Export or Delete Video Clips & Images

1. Tap  to open the Album.
2. Tap **Select**, and then select some video clips and images.
3. Tap  at the bottom, then select USB or SD Card to export the selected items.
4. Or tap  at the bottom to delete the selected items.

If you export a file in the internal storage to the SD card, two same files will be displayed in the album.

System Settings

Tap  > **Settings** to open the settings page, where you can set the properties of the device, including network, Bluetooth, display, storage, language, time and date, check device information, update firmware and reset the device, etc.



Network

Director Mini supports multiple network connections, including wired, Wi-Fi and mobile network. These networks can be connected at the same time. The priority order for the device selecting network connection is wired > Wi-Fi > mobile network.

Tap **Network** in the settings page, and you can configure Wi-Fi, Ethernet, hotspot and tethering.

Wi-Fi

You can connect your device to a Wi-Fi network to access the Internet and other devices.

Connect to a Wi-Fi network

1. Tap **Wi-Fi**, and then toggle on the switch to enable Wi-Fi.
2. Select a Wi-Fi in the displayed list to connect. (The Wi-Fi with a lock icon requires password.)
3. You can tap the connected Wi-Fi to check more network details, such as signal strength, frequency, security, MAC address, IP address, Gateway, Subnet mask, DNS, and link speed.
4. To delete a Wi-Fi, you can tap the connected Wi-Fi and then tap FORGET. Or you can tap **Saved networks** at the bottom, and tap a Wi-Fi to delete, and

then tap FORGET.

After adding the network, to turn off/on the Wi-Fi network, toggle the switch after **WLAN**.

Add a Wi-Fi network

When the router's **SSID** (wireless signal name) is hidden, the device cannot search for the router's wireless signal. It needs to manually enter the router's **SSID**, wireless password and other parameters to connect to the router's wireless signal.

1. Tap **Wi-Fi**, and then toggle on the switch to enable Wi-Fi.
2. Scroll the network list to the bottom, and tap **Add network**.
3. Enter **SSID**, and set Security by selecting the same encryption mode as the router and entering the password if needed.
4. Tap **Save**.

Wi-Fi Direct

Wi-Fi Direct uses Wi-Fi to share data between devices.

1. Tap **Wi-Fi**, and then toggle on the switch to enable Wi-Fi.
2. Scroll the network list to the bottom, tap **Wi-Fi preferences > Wi-Fi Direct**. It lists all the detected devices.
3. Tap a device, and then follow the prompts to connect. To disconnect from Wi-Fi Direct, tap a connected device to disconnect it.
4. (Optional) Tap **RENAME DEVICE**, enter a new name, and tap **OK**.

Ethernet

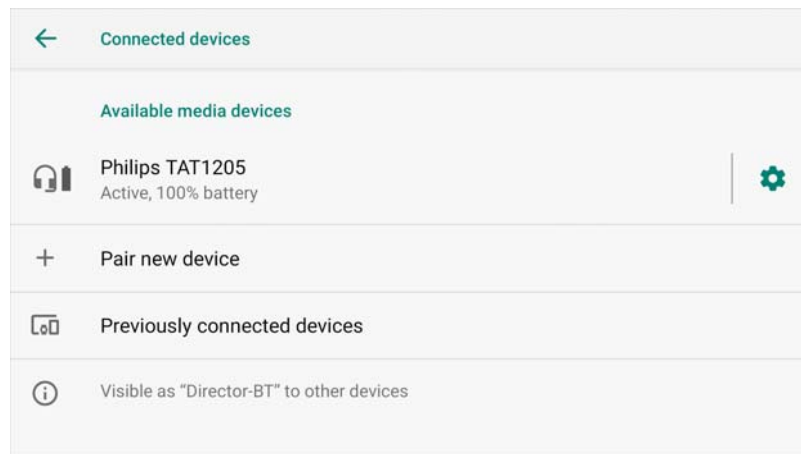
Ethernet is enabled by default. If you want to disable the Ethernet connection when it is in bad status, tap **Ethernet**, and then toggle off the switch. To enable the Ethernet connection, toggle on the switch.

You can tap **Ethernet configuration** to check and set more information, including connection type (DHCP or Static IP), IP address, network prefix length, DNS address and gateway address.

Hotspot & Tethering

This function uses your device as a mobile hotspot to share your network connections with other devices.

1. Tap **Hotspot & tethering** > **Wi-Fi hotspot**, and toggle on the switch to enable hotspot.
2. Set the hotspot name.
3. Set security. If you select WPA2 PSK, set the hotspot password.
4. Tap **Advanced** to set whether to turn off hotspot automatically and select AP Band. Please refer to [Which AP band should I choose for hotspot](#).



Bluetooth

You can pair your device to Bluetooth earphones.

1. Tap **Bluetooth** in the settings page.
2. Tap **Pair new device**.
3. (Optional) Tap **Device name** to rename the device name for Bluetooth pairing.
4. Select a Bluetooth device from the list of Available devices.
5. Go back to the previous page, and the device is listed in **Available media devices**.
6. To disconnect the Bluetooth earphones, tap  > **DISCONNECT**, and return to the previous page.
7. To reconnect a device, tap **Previously connected devices**, select the device to reconnect, and tap  > **CONNECT**.
8. To delete the Bluetooth earphones, tap  > **FORGET** > **FORGET DEVICE**.

The relative pages may differ with BT earphones of different brands, vendors and types. Please operate according to the page prompts.



Display

Tap **Display** in the settings page to configure the screen display properties.

Brightness

Tap **Brightness level**, and move the Brightness slider to right or left to adjust the brightness.

Energy Conservation

Tap **Energy conservation**, and choose the amount of time you want to activate energy conservation.

The screen will turn dark after the set time when there is no activity. It is not enabled by default.

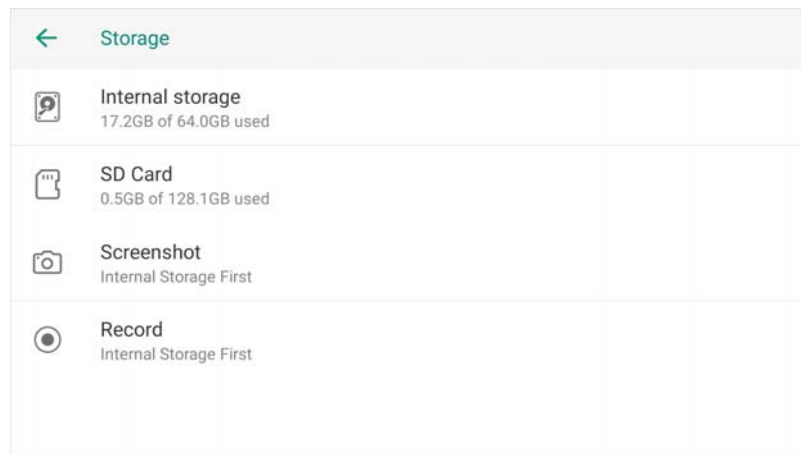
Auto-rotate Screen

Tap the switch behind **Auto-rotate screen**, to turn off/on the feature.

This feature only take effects for settings pages.

Colors

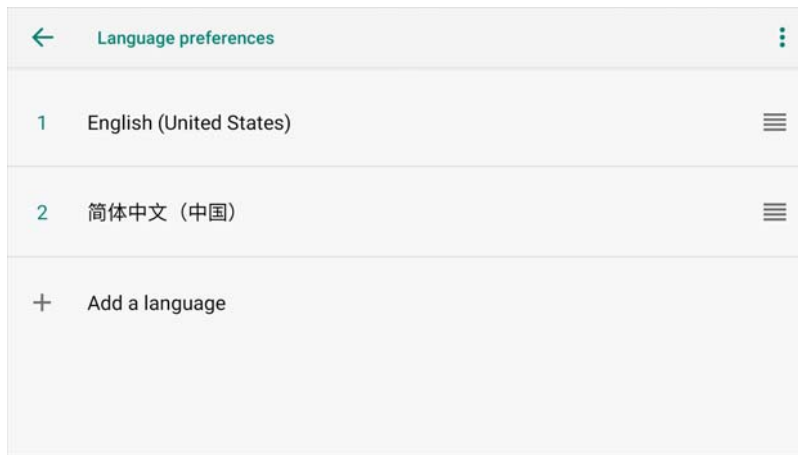
Tap **Colors**, and choose one mode you like. Options include Natural, Boosted, Saturated, and Adaptive.



Storage

Tap **Storage** in the settings page, to check the storage status of internal storage and SD card, and set storage path for screenshot and record.

1. Tap **Internal storage**.
 - At the top, you'll see a color-coded bar showing how much space the device has left, how much is taken up, and what's taking it up.
 - Below there shows how much space is taken by **Show** and **Record and screenshot** respectively. You can tap on each item to view more details and delete files.
 - The last line shows the remained time for recording.
2. Tap **SD Card**
 - At the top, you'll see a color-coded bar showing how much space the SD card has left, how much is taken up, and what's taking it up.
 - Below there it shows how much space is taken by **Record and screenshot**. You can tap the item to view more details and delete files.
 - The following line shows the remained time for recording.
 - The last line is the Format function. Tap it to format the SD card.
3. Tap **Screenshot**, and then select your preferred path, **Internal Storage First** or **SD Card First**.
4. Tap **Record**, and then select your preferred path, **Internal Storage First** or **SD Card First**.



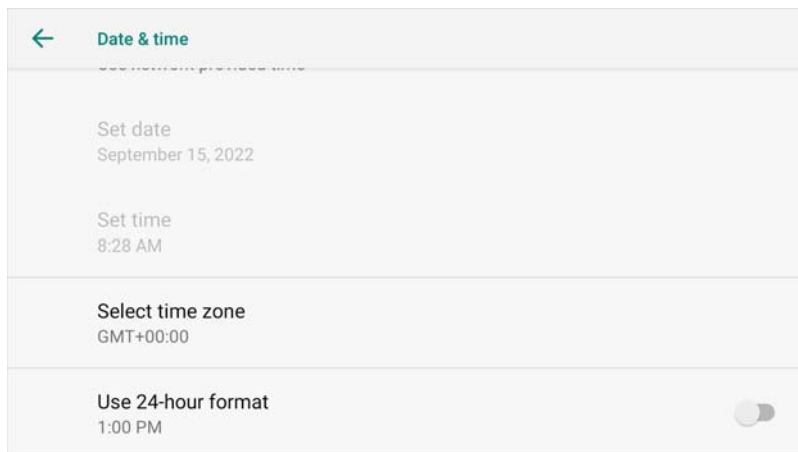
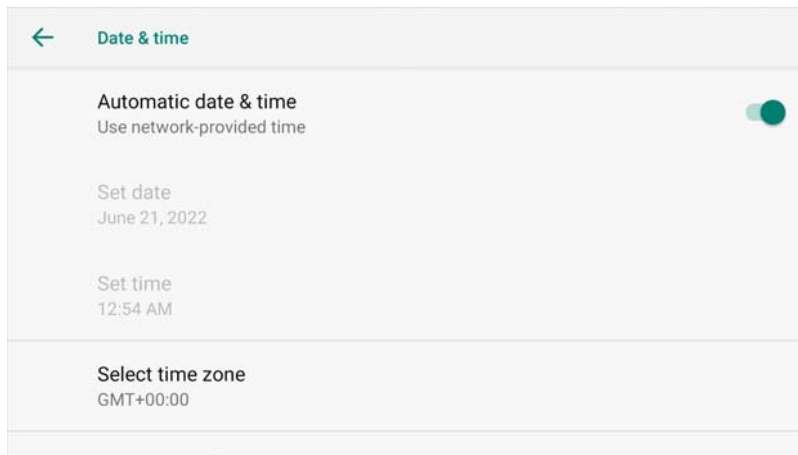
Language

You can change the language by the following steps.

1. Tap **Language** in the settings page.
2. Tap **Add a language**, and select a language. Then the language is added to the list.
3. Long-press  behind the language you want to switch, and drag it to the top.
4. Tap  to let the setting take effects.

To remove a language:

1. Tap **Language** in the settings page.
2. Tap  at the upper right corner.
3. Tap **Remove**.
4. Tick the language to remove.
5. Tap  at the upper right corner.

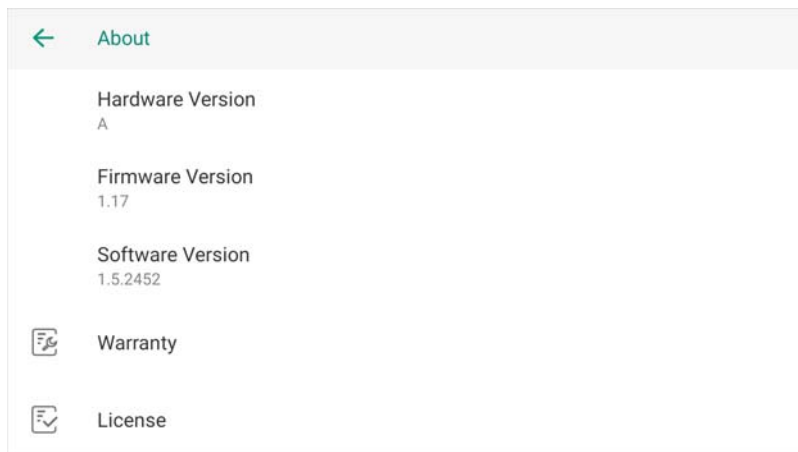
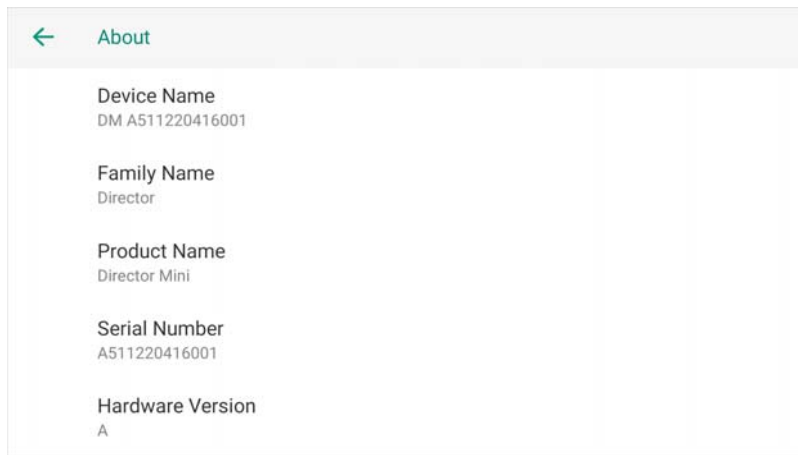


Date and Time

By default, your device receives date and time information from the network.

Tap **Date & Time** in the settings page, and then you can set date and time manually.

- Automatic date and time: Use the date and time provided by the network. When it is disabled, you can set date and time respectively.
- Select time zone: Tap it to select time zone by region, or tap  at the upper right corner to select by UTC offset.
- Use 24-hour format: Use 12-hour format by default. You can turn it on to switch to 24-hour format.



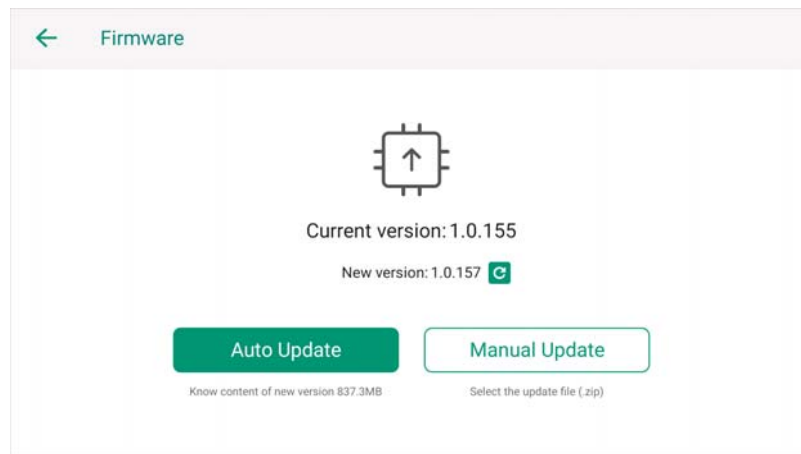
About

Tap **About** in the settings page, and it shows the information of the Director Mini device, including its device name, family name, product name, serial number, hardware version, firmware version, software version, warranty, and license.

Rename the device

You can rename the device.

1. Tap **Device Name**, and enter a new name.
2. Tap **Save**



Update Firmware

Director Mini supports automatically and manually updating firmware. Manual update can update to any firmware version, while auto update can only update to the online latest version.

Auto Update

1. Ensure your device is connected with network.
2. Tap **Firmware** on the settings page to enter the Firmware page.
3. Check the information of current version and new version.
You can tap the  button to refresh the information of new version.
4. If a new version is available, tap **Auto Update**.
The size of the update file will be displayed under the button.
5. Read the release notes of the new version on the popup to decide whether to update to this version.
6. Tap **Update**. The device starts downloading the update file and implementing update automatically. Please wait and do not exit.

 During the upgrade process, do not power off or restart your device.
This may cause irreversible damage to your device.

7. When the firmware update is completed, tap the **Reboot** button to restart your Director Mini device.

If it accidentally exits or the network is disconnected during update file downloading, Director Mini supports resuming from the break point.

Manual Update

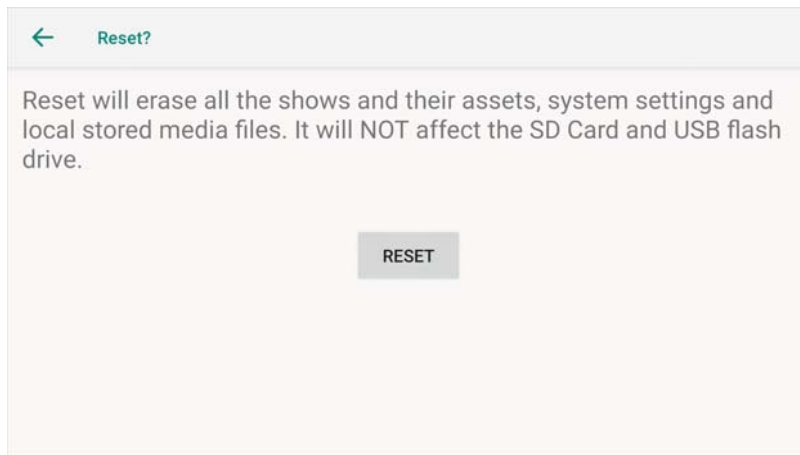
Please download the firmware update file on [Magewell official website](#), and then follow the steps below to update your Director Mini device.

1. Import the update file to the internal storage of the device, or import it to an SD card / USB flash driver, and insert the SD card or USB flash driver to the device.
2. Tap **Firmware** on the settings page to enter the Firmware page which displays the information of current version and new version.
3. Tap **Manual Update**, and select the update file.
4. Director Mini will then upgrade automatically. Please wait and do not exit.

⚠ During the upgrade process, do not power off or restart your device.
This may cause irreversible damage to your device.

5. When the firmware update is completed, tap the **Reboot** button to restart your Director Mini device.

If the firmware update fails, refer to [What to do when firmware update fails](#).

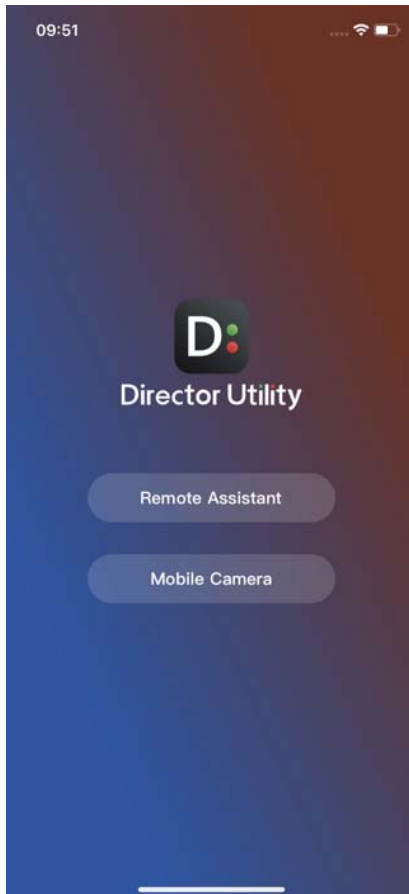


Reset

⚠ This function is going to reset the device. Before resetting, make sure that you have backed up all the files you need.

1. Tap **Reset** in the settings page.
2. Tap **Reset**. The device will be rebooted with all the shows and their assets, system settings and local stored media files being deleted.

Director Utility App



Overview

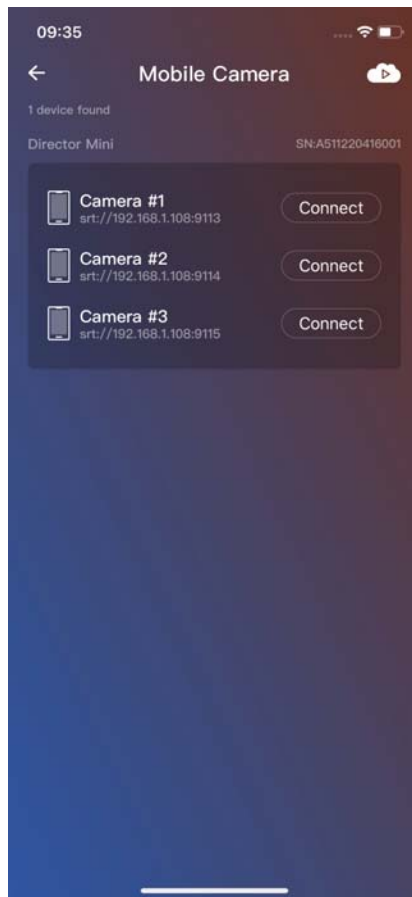
The Director Utility App can convert a smartphone into mobile camera, and add the real-time images captured by the phone as a source to a show created in the Director Mini device, or stream to the [SRT](#) server. You can control the Mobile Camera just like controlling your phone camera.

At the same time, the App also provides a remote assistant function, which makes it much easier to set stream properties.

Install the App

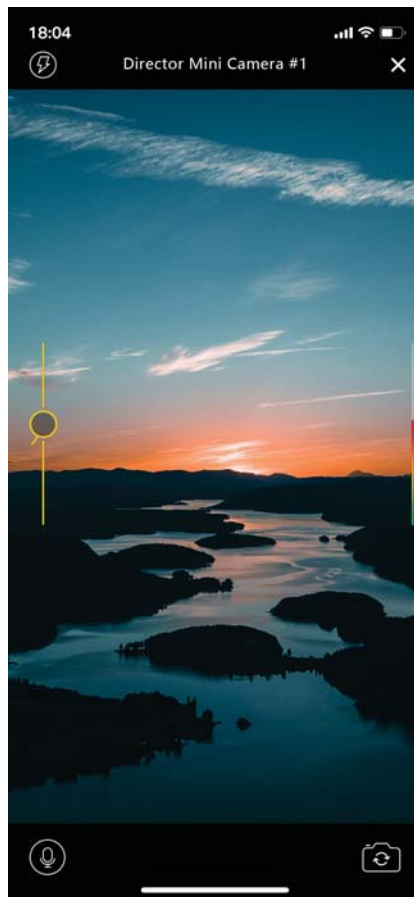
Please search for **Director Utility** in the app store to download and install the App.

The App supports iOS 11 and later and Android 7.0 and later.



Connect to Mobile Camera

1. Ensure that your phone is connected to the same network as the Director Mini device.
2. Ensure that you have [Created Mobile Camera](#) in the current show on the Director Mini device.
3. Open the Director Utility App, and tap **Mobile Camera**.
4. Select a camera of one Director Mini device in the detected device list, and tap **Connect**.
5. Then the phone goes into the shooting mode, and the real-time image taken by the phone are shown in the corresponding scenes on the Director Mini device.



Control Mobile Camera

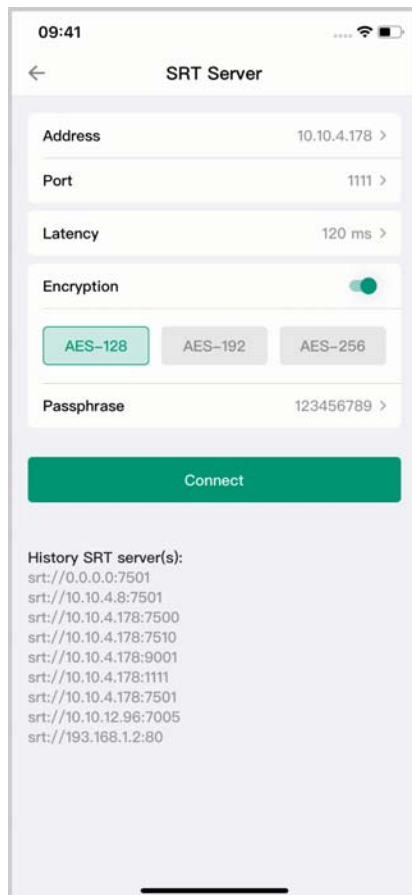
You can control the Mobile Camera just like controlling your phone camera.

1. Tap  and select **Front-facing** camera or **Back-facing** camera.

There will be more back camera options, such as Back Dual Wide Camera and Back Ultra Wide Camera, depending on your phone type.

2. Tap  /  to enable or disable the microphone. When the microphone is enabled, there will be an audio meter on the right side, displaying the real-time volume level.
3. Drag  on the left to zoom in/out.
4. Tap  /  to turn on/off the flashlight. (The icon only appears when you select the back-facing camera.)
5. Tap a place on the screen to focus.
6. Rotate the phone to switch between landscape or portrait mode. (Screen Portrait Orientation mode is unlocked.)
7. Tap  to exit.

The app will remember the settings when you exit, including portrait or landscape mode, front or back camera, etc. When the phone is connected to the device again, the settings are automatically restored.

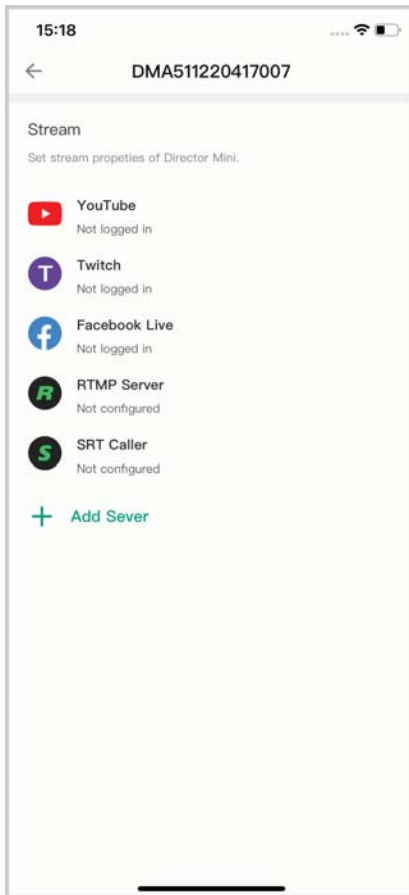


Stream to SRT Server

Director Utility App supports to stream real-time video taken by the phone to an [SRT](#) server.

1. Ensure your phone is connected with a network.
2. Open the Director Utility App and tap **Mobile Camera**.
3. Tap  on the right upper corner to open the [SRT](#) server configuration page.
4. Enter address, port, and latency.
5. (Optional) Toggle on Encryption, and select an encryption algorithm and type in the passphrase.
6. Tap **Connect**. The phone goes into the shooting mode, and the [SRT](#) address is shown on the top. Then you can control the mobile camera, and please refer to [Control Mobile Camera](#).

History [SRT](#) servers list all the servers you have added, and you can tap one server to connect.



Remote Assistant

Director Utility App can serve as a Remote Assistant to set Live Stream properties for the Director Mini device, which is much more convenient.

1. Ensure your phone and Director Mini device are in the same network.
2. Open the Director Utility App and tap **Remote Assistant**.
3. Select a device in the list and tap **Connect**.
4. Then, you can set Live Stream properties. As the stream configuration pages of Remote Assistant are similar to that of the device, please refer to the following contents.

- [Configure YouTube Server](#)
- [Configure Twitch Server](#)
- [Configure Facebook Live Server](#)
- [Configure RTMP Server](#)
- [Configure SRT Caller](#)

Remote Assistant only supports to select the encoder, but does not support to modify encoder.

Remote Assistant does not support to test the configuration. Please try it on the configuration page of the corresponding server on the device.

5. After you have finished configuring a server, tap **Save**.
6. Tap **Add Server** to add more servers.
7. To delete a server, swipe a server to the left and tap **Delete**.

Battery

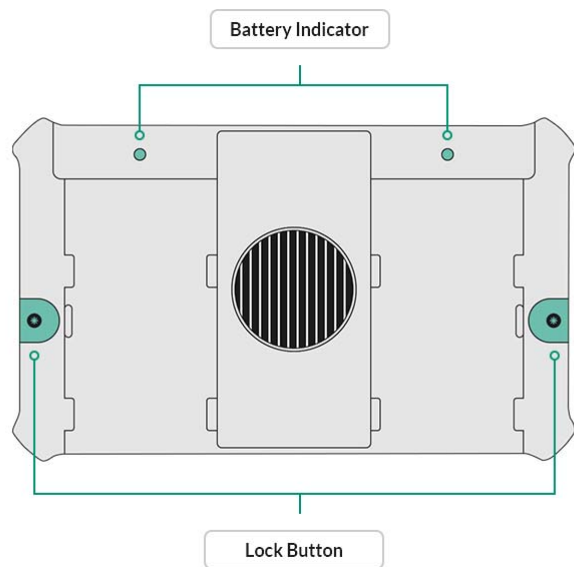
Director Mini supports two hot-swappable battery packs, which enables more outdoor activities.

You can insert battery and power adapter separately or simultaneously. When they are both inserted, Director Mini uses the power supplied by the power adapter in priority.

Caution

If the battery pack is mishandled, the battery pack can burst, cause a fire or even chemical burns. Please read the following cautions before installing batteries.

- Do not disassemble the battery pack.
- Do not crush and do not expose the battery pack to any shock or force such as hammering, dropping or stepping on it.
- Do not short circuit and do not allow metal objects to come into contact with the battery terminals.
- Do not expose to high temperature above 60°C (140°F) such as in direct sunlight or in a car parked in the sun.
- Do not incinerate or dispose of in fire.
- Do not use damaged or leaking batteries.
- Be sure to charge the battery pack with a qualified charger.
- Keep the battery pack out of the reach of children.
- Keep the battery pack dry.



Install Batteries

Director Mini supports 7.4V NP-F type battery packs, such as Sony NP-F550 and Sony NP-F750. You can use the same or equivalent types.

- **Install:** press the lock button first and put the battery into the slots until it is locked in the correct position.
- **Remove:** press the lock button first and remove the battery.

Battery Indicator

Power on the device. On the back of the device, the battery indicator corresponds to the battery lights up. The indicator has three colors to indicate the battery percentage.

- Green: 50% - 100%
- Orange: 25% - 50%
- Red: <25%

When the battery is depleted, the corresponding indicator lights off.

Battery Status

On the screen, you can also see the battery status icon on the status bar.

-  : 75% - 100%.
-  : 50% - 75%
-  : 25% - 50%
-  : < 25%

When there are two batteries installed, it shows two battery status icons.

If the power adapter is also connected, the device uses power adapter in priority and it does not show the battery status icon.

During operation, your Director Mini will use the battery with the lower charge, then swap over to the other when the battery is depleted without interruption.

As Director Mini supports hot swapping, you can replace the depleted battery without any interruption to your show.

FAQs

General

Notice for connecting the USB-C OUT port to the computer

1. When the device is not connected with the power supply nor inserted with any battery pack, do not connect the device with the computer through the USB-C OUT port.
2. To power off the device, disconnect the USB-C OUT port from the computer at first, and then press the power button to power off.
3. When the USB-C OUT port is connected to the computer, after creating a file to the internal storage on the device, such as long-pressing the power button to take a screenshot or recording a video, the computer may not recognize the file just created or a pop-up window prompts that the device is not available, you need to reconnect the USB-C OUT port.

How to create a show?

1. Tap  > **Create a show** > **Create a new show**.
2. Enter your show name, and choose the screen orientation.
3. Tap **Create**.

How to create a new scene?

1. Tap  on the Main UI.
2. In the **Create a New Scene** window, select a source that you want to put into the new scene.
3. Edit the scene in the Scene Editor.
4. Save the changes you have made in the Scene Editor, and then the thumbnail of the new scene will be added to the end of the Scene List.

How to edit a scene?

1. Tap a thumbnail in the scene list on the Main UI.
2. Tap  to open the Scene Editor.
3. You can add more sources, resize the source, add transition effects, etc. For details, please refer to [Edit Scenes](#).

How to configure live stream servers?

Configure the stream server on the Director Mini device:

1. On the Main UI, tap  > Settings > Stream, and select a sever to enter the configuration page.
2. Or tap  on the Main UI, tap a server not configured to enter the configuration page.

Only when you have not configured Auto Stream for any server, you can tap  to configure a server; otherwise, it will start streaming.

3. Configure the server according to the introductions on the page. For details, please refer to [Configure Streaming Server](#).

Configure the stream sever with the Director Utility App:

1. Open the Director Utility App, and select **Remote Assistant**.
2. Select a device in the list and tap **Connect**.
3. Tap a server to enter the configuration page.
4. Configure the server according to the introductions on the page.
5. Tap **Save**.

How to start and stop live streaming?

Manual Stream

1. Start streaming:
 - a. Tap  on the Main UI.
 - b. Tap **Connect** next to a configured server in the **Live Stream** window.
 - c. (Optional) Repeat the above steps to stream to another server at the same time.

The maximum number of servers you can simultaneously connect to is two. This limit is set to ensure stream performance.

If you have not configured any other server, you cannot stream to another server. During the live streaming, the Configure or Log in button of the unconfigured server is unavailable.

2. Stop streaming:
 - a. Tap  on the Main UI.
 - b. In the Live Stream window, tap **Disconnect** of a working server to stop streaming to the server.
 - c. (Optional) Repeat the above steps to stop streaming to the other server.

Auto Stream

If you have turned on **Auto Stream** when you [Configure Streaming Server](#), you can start stream automatically.

1. Tap  on the Main UI to start streaming.
2. Tap  on the Main UI to stop streaming.

How to check whether a sever is enabled with Auto Stream?

On the Main UI, tap  > Settings > Stream, and then if you can see a server is marked with an "Auto" tag, it means this server is enabled with Auto Stream.

How many sources with video signal can I add to one scene/show?

In the same scene

You can add three sources with video signal at most, including HDMI, WEBCAM, Stream, Mobile Camera and video clips, in which:

- Each HDMI source and the WEBCAM can only be added once.
- You can only add one video clip.

In the same show

- You can add up to three streams
- You can add up to three Mobile Cameras.

How do I confirm the video inputs are successfully connected?

Add a video source into a scene. If it displays the image normally, such source is connected successfully. For a mobile camera, after you connect the phone with device, if the image taken by the phone displays in the scene, it is connected successfully.

How to use the keyboard to enter in Chinese?

To enter in Chinese, please connect your device with the Internet, it will download the language package automatically.

How to import and export files?

Use USB flash drive and SD card

The supported file system types include: FAT32 (The maximum file size is 4 GB), exFAT, and NTFS.

- To import:
When you add a video clip or picture source to a scene, add BGM, or add [GFX](#), you can directly select files from the USB flash driver or SD card. These files are stored into the internal storage automatically. When you delete all the scenes or shows using these files, they will also be deleted from the internal storage.
- To export:
 1. Open the album.
 2. Tap **Select**, and then select one or more items.

3. Tap  at the bottom, and then select USB or SD Card to export the selected items.

In this way, you can only export recorded video clips and screenshots.

Please insert only one USB flash drive for exporting files.

- An SD card can be used to store recorded video clips and screenshots directly.
- Tap  > **Settings** > **Record** > **Save path**, and select **SD Card First**.
- Or tap  > **Settings** > **Storage** > **Record** or **Screenshot**, and then select **SD Card First**.

Use computer

- Use a Type-C cable to connect the USB-C OUT port of the device and the computer. The device is recognized as Director Mini, which may differ with the OS. Then you can import and export files with the computer.

Recorded video clips and screenshots are stored in "\\Director Mini\\Internal shared storage\\Director\\Director".

- If an SD card is inserted into the device, the computer can also recognize it and perform read and write operations.

Why are my recordings split into 4.0 GB clips?

Director Mini applies a default logic to prevent potential damage to the whole video to protect your content by breaking the recording into 4.0 GB clips. You can import video clips to the editing software, then merge them back together without any loss of data. You can also self-define to split recording files by time or by size, which has more options. For details, please refer to [Set Recording Properties](#).

Why can't I log in to my YouTube account?

In Director Mini, when you tap *Log in* and follow the instructions to log in to your YouTube account, your login may fail with a message indicating that your account is not enabled for live streaming. In this case, you need to go to YouTube to enable live streaming for your account.

1. Log in to [YouTube](#) on your computer.
2. At the upper right corner on the YouTube home page, click  > Go live.

3. If you haven't, follow the prompts to verify your account.

You will be prompted to enter your country and phone number.

After your account is verified, it takes 24 hours to activate your account for live streaming.

Once live streaming is activated, you can then successfully log in to your YouTube account in Director Mini and stream to YouTube.

For other information such as what you can stream to YouTube, you can go to the [YouTube official website](#).

How to use the USB 3.0 ports?

Director Mini provides two USB 3.0 ports, which can accommodate a variety of usage scenarios.

The USB 3.0 ports support video input of webcam, file transfer with a USB flash drive and network connection with a USB modem. The two ports can also connect Magewell USB Capture devices, with which you can connect a wider range of video devices. Moreover, they also allow multiple devices to connect and work through a [USB Hub](#).

Notice: Director Mini does not support to capture audio from the USB 3.0 ports. Besides, it only supports to capture signal from one webcam. You can switch webcams by [Changing WEBCAM's Properties](#).

What can the USB-C OUT port be used for?

The USB-C OUT port is a USB 3.0 Type-C port. It can be connected to the computer to export and import files.

It is also a display port to connect to a second screen, such as a monitor and HDTV, which will replicate the screen of the device, supporting 1920x1080@60hz. You can use a Type-C to HDMI / VGA / DP adapter to connect the USB-C OUT port to the second screen, and tap the button displayed on Director Mini to rotate the output image properly to fit for the second screen.

How to optimize encoding settings

Encoding parameters directly affects your final video output. Setting encoding parameters can be a tricky job, always a balancing act, a tradeoff between quality and bandwidth.

You will want to optimize each of the encoding parameters to deliver the best possible video quality.

Resolution

Selecting a resolution is relatively easy. 1280x720 is considered HD resolution and 1920x1080 Full HD. 1920x1080 looks sharper but also requires more processing power and bandwidth.

Frame rates

A wide range of frame rates are available for different use cases. For example, 25fps is usually used for PAL television systems, 29.97fps applies to NTSC television systems, while 24fps is mostly used when shooting and displaying movies.

Generally a higher frame rate provides smoother motion and crisper details. Videos with a lot of motions, such as sports events, will often need a higher frame rate. On the flipside, a high frame rate can put a lot of pressure on your device and network.

A lower frame rate can result in choppy or broken movement, but it puts less stress on your device and network, so it can also be a good choice in some cases, such as when no fast moving objects are present.

High-definition video generally employs 30fps/60fps. To start out, 30fps is a safe choice to get a nice, clean, and stable video.

Bitrate

A higher bitrate can carry more data and often means better video quality, but you must have the bandwidth to accommodate it. Insufficient bandwidth in this case can result in dropped video frames, which can make the video choppy. Moreover, when the bitrate is already high enough for your video, increasing it further will not make an obvious difference for your video quality.

To set the bitrate properly, you have to factor in your network upload speed, device performance, resolution, and frame rate.

If your upload speed allows, you might want to set a bitrate that accommodates both high resolution and high frame rate to make your video look as sharp and smooth as possible. But if you have a limited upload speed, you may have to balance the resolution and frame rate. You need to make your choice based on your specific use case. For example, when your video features less motion but more detail, you might want a resolution of 1920x1080 and a frame rate of 30fps under limited bandwidth. When fast motions come first, streaming at 1280x720 and 60fps makes sense.

Different platforms also have their own recommendations for bitrates. You can click [Facebook](#), [Twitch](#), or [YouTube](#) to view the corresponding official guidelines.

Key frame interval

A longer key frame interval means there will be less complete pictures, which can increase compression efficiency and reduce bandwidth consumption. However, it can also result in longer time for switchover between different bit rates at the player side. For live streaming, 2 seconds is generally recommended for the right balance of quality and performance. For action-packed streams, you may want to try the interval of 1 second.

Audio

Audio format includes sampling rate, codec format and bitrate. The suggested streaming format is 48khz, [aac](#), 128kbps.

Profile

Profiles are a “family” of encoding techniques targeted for specific application scenarios. The three most commonly applied H.264 profiles are:

- Baseline: it includes I- and P-frames. This profile is designed for progressive video and supports CAVLC entropy coding. It is used primarily in low-cost applications or those needing extra fault tolerance, for instant messaging scenarios such as video call, and mobile video.
- Main: it includes I-, P-, and B- frames. This profile is for progressive and interlaced videos, and supports CAVLC and CABAC entropy coding. It is used in videos for mainstream consumer electronic devices, such as MP4 with relatively low decoding rate, portable video player, PSP and iPod.
- High: it adds 8x8 internal prediction, custom quantification, lossless video encoding and more YUV formats (e.g., 4:4:4) on the basis of main profile. High profile is used for broadcast and video disc storage (Blu-ray movies), and HDTV applications.

Bitrate mode

Among the different bitrate modes, CBR is the most predictable but generally yields videos of less satisfying quality. VBR involves more complex processing and can be slower, but it usually produces higher quality streams at similar bitrates.

Generally, it is recommended to use VBR for encoding. It gives you the best balance between quality and bandwidth consumption.

Audio

What audio inputs/outputs does Director Mini support?

Director Mini supports the following audio inputs and outputs:

Audio Input

- Mic/line in: 1x 3.5mm jack, 2-channel, 48 KHz, 16-bit
- Audio input from HDMI 1 and HDMI 2 ports: 2-channel, 48 KHz, 16-bit
- Audio input from Mobile Camera's microphone
- Audio from Streams
- Audio embedded in video files
- Background music (BGM): MP3, M4A and WAV files

Audio Output

- Streaming and recording output: 2-channel, 48 KHz, 16 bit, [aac](#) format, 64/96/128kbps
- Monitor output:
 - Audio output via USB-C OUT port which is connected to the second screen: 2-channel, 48 KHz, 16 bit
 - Audio output via Bluetooth earphones: 2-channel, 48 KHz, 16 bit
 - Headphone output: 1x 3.5mm jack, 2-channel, 48 KHz, 16 bit
 - The priority of monitor output is USB-C OUT port > Bluetooth earphones > Headphone.

How do I adjust volume?

You can adjust the volume of each scene when editing the scene, previewing the show and even during streaming and recording.

Tap  on the Main UI or in the Scene Editor, to open the volume control panel of a scene. For details, see [Volume Control](#).

Why is there no audio from the HDMI input?

Check whether Director Mini is selected as the audio output device on the source computer connected to the HDMI port. Only when Director Mini is selected will the computer output audio to Director Mini. The configuration varies depending on the OS.

For example, on Windows 10, click  >  > System > Sound. In the Output section, choose **Director Mini (*****)** from the drop-down list box of **Choose your output device**, such as **Director Mini (Intel(R) Display Audio)**.

Why cannot I hear the microphone?

The microphone audio does not support being monitored. You can monitor the audio at the peer platform when you are streaming. Or, you can record your show, and the microphone audio is embedded in the recorded video clip.

Why cannot I hear the audio from my phone?

Please check by the following steps.

1. Tap  on the Main UI or in the Scene Editor, and then check whether the audio of Mobile Camera is muted. If yes, unmute it.
2. In the Scene Editor, select the Mobile Camera source. Tap **Property** on the bottom bar, and then check whether the **Microphone** is toggled on. If not, toggle it on.
3. Tap  on the Mobile Camera screen of your phone, and it will turn to , which means the microphone is on.

App

Director Mini device is connected to a network, but the App cannot find it.

When the phone indicates "Please enable Location Service and join the WiFi", please go to Settings > Privacy > Location Services, and switch on the Location Services, and join the same network as Director Mini device connects. If your phone is connected with a mobile network, such as a 4G network, you also need to connect your phone to WiFi, which should be in the same network as Director Mini device connects.

When the phone indicates "Location Services is enabled and the joint WiFi is xxxx", please check whether Director Mini device and your phone are connected to the same network. If no, connect them to the same network.

To check the network information of Director Mini device, please go to  > Settings > Network.

A Wi-Fi connected iOS device cannot find Director Mini devices.

On iOS 14 and later, if the iOS device has connected to the same network as Director Mini device but still cannot find Director Mini, you need to consider whether the required permission is enabled.

On iOS 14 and later, when you first use Director Utility App, you will be prompted to allow the App to find and connect to devices on the local network. If you do not allow, the App will not be able to find Director Mini devices on the local network. To allow the App to find Director Mini devices, go to Settings > Privacy > Local Network, find the Director Utility App, and turn on the switch next to it.

The phone indicates "No Mobile Camera Created".

When you use the Mobile Camera function of Director Utility App to connect Director Mini device, you need to create one or more Mobile Cameras to the current show on the device at first.

1. Tap  on the Main UI of the device or tap  in the Scene Editor, and select Mobile Camera to create.
2. Open the App on your phone, tap **Mobile Camera**, and then it lists the devices with cameras created.
3. Tap **Connect** behind a camera, and then your phone goes into the shooting mode, and the real-time image taken by your phone appears in the corresponding scene on the device.

Can I set the recording properties on the App?

Currently, you cannot set the recording properties on the App. The default recording format is MP4, 1080P, 60 FPS, 8 Mbps, and the recording file will be split by every 4 GB and stored in the internal storage. If you need to change the recording format, you can configure the settings on the device. For details, see [Set Recording Properties](#).

Settings

Which AP band should I choose for hotspot?

1. The advantage of 2.4GHz is that it has a wider coverage area and stronger capability to penetrate solid objects. The main advantage of 5.0GHz is that the transmission rate is faster, which is 2~3 times that of the traditional 2.4GHz. And its anti-interference ability is stronger, which can avoid the interference of various electromagnetic waves in the daily environment.
2. Since most wireless devices currently use the 2.4GHz frequency band, they are often interfered in the daily environment. The signal will not be as good as 5.0GHz, and the network speed will also be affected. At present, most devices already support 5.0GHz. It is recommended to turn on 5.0GHz, so that it is not easy to be interfered, but at the same time, the power consumption of the device will be accelerated.
3. However, if your devices are separated by a distance, it is recommended to choose 2.4GHz, so that you can receive a better signal even across obstacles.

Note: When the Wi-Fi connected to the Director Mini device is 5.0GHz, the AP band can only be selected as 2.4GHz; when the Wi-Fi is 2.4GHz, the AP band can only be selected as 5.0GHz.

What to do when firmware update fails

Possible causes:

1. The device is powered off or rebooted during the update.
2. The network is disconnected when the device is downloading the update file for auto update.
3. The device is out of storage space when downloading the update file for auto update.
4. The update file for manual update is not the correct file.

Troubleshooting procedure:

1. Check whether Director Mini is powered off. Connect Director Mini with a power supply or install a fully charged battery.
2. For auto update, check whether the network connection is normal.
3. For auto update, check whether the storage space of the device is sufficient, and delete some files if necessary.
4. Check whether you have downloaded the right update file of Director Mini. Go to (<https://www.magewell.com/downloads>) to download the update file of Director Mini.
5. Update the firmware again.

DO NOT power off or reboot your device during the update.

If your issue is not solved, please submit your questions in the online Ticket System: tickets.magewell.com, or contact the Magewell Technical Support Team at support@magewell.net.

Support

If you have problems or questions during using Director Mini, you can find support and help through the following ways.

View Help

Tap  > **Help**, to get help information, which will tell you how to use Director Mini and give answers to some frequently asked questions.

Feedback

You can use the feedback feature to ask technical questions, make suggestions and complaints.

Submit New Feedback

1. Tap  > **Feedback** > **Submit new feedback**.
2. Select an Inquiry type: Technical question for product, Suggestion for a new feature, or Complaint.
3. Enter your personal information, such as First name (required), Last name, Email (required), Phone number, and Location.
4. Describe your problem with as many details as possible.
5. Add an attachment file.

A log file can help the support team analyze your problem. For how to get the log file, please refer to [Generate Log File](#).

6. Tick to agree privacy statements.
7. Enter the verification code.
8. Tap **Submit**, and then you will see a message saying Question Submitted Successfully.

Generate Log File

1. Tap  > **Feedback** > **Generate log file**.
2. Tap **Start**.
3. Agree the privacy policy.
4. Tap **Go to home screen** to reproduce the issue you've encountered.
5. After you have finished reproducing the issue, tap  > **Feedback** to go back to the *Generate log file* page.
6. Tap **Stop**, and then a .zip file is generated in the internal storage.
7. (Optional) Tap **Export** to export it to the SD card or USB flash drive for more use.

Check Submitted Feedback

1. Tap  > **Feedback** > **Submitted feedback**.
2. Enter your Email and tap **Track**.
3. Then you can see the feedback list, tap one feedback to check its status.

Get the Latest Information

If you have any problems using Magewell products or need more technical information, please visit the [official website](#) for product introduction, user manual, and more.

Technical Support

- Go to the [Knowledge Base](#) to find answers to your problem. If you cannot find an answer, click **Contact Us** at the bottom to contact the support team.
- Submit your questions in the online Ticket System: tickets.magewell.com, or contact the Magewell Technical Support Team at support@magewell.net.

Glossary and Abbreviations

AAC

AAC (Advanced Audio Coding) refers to digital audio coding standard that represent audio files based on lossy audio compression. It was launched as successor of MP3 file format keeping in view that the latter faced issues for the implementation of new ideas in the encoding process based on the development of methods for data compression. AAC achieves better sound quality as compared to MP3 at the same bit rate.

AES

Advanced Encryption Standard (AES) is a specification for the encryption of electronic data.

FTB

Fade to black. FTB allows your show to slowly disappear into a black, usually indicating the end of a scene or show.

GFX

Graphic overlays. Graphics overlay are text and graphics that are displayed in a stream over the actual content (such as game or video) during a live stream.

RTMP

RTMP stands for "Real-Time Messaging Protocol". It is an efficient way to transmit large chunks of audio, video, and data from a server to the Internet via an encoder. Most live video streaming relies on RTMP to deliver smooth, real-time playback.

SRT

SRT stands for "Secure Reliable Transport". It is an open source video transport protocol that utilizes the UDP transport protocol. It supports packet recovery while maintaining low latency. SRT also supports encryption using AES.

SSID

SSID stands for "Service Set Identifier". Under the IEEE 802.11 wireless networking standard, a "service set" refers to a collection of wireless networking devices with the same parameters. So, the SSID is the identifier (name) that tells you which service set (or network) to join.

USB Hub

USB hub refers to a device that expands one Universal Serial Bus (USB) port into several and enables those ports can be used at the same time. With this device, you don't have to worry about the port is not enough anymore.

Legal Information

FCC Compliance

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

This device has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be determined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the device and receiver.
- Connect the device into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC Radiation Exposure Statement

The antennas used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located for operating in conjunction with any other antenna or transmitter.

Warranty

Terms and Conditions of Limited Warranty of Hardware Products

The Statement introduces products warranty offered by Nanjing Magewell Electronics Co., Ltd. ("Magewell"), including services and support information provided to original purchasers ("purchaser" or "you").

The "terms and conditions of limited warranty of hardware products" only apply to "Magewell" hardware products that you purchased from Magewell, or Magewell's authorized distributors or resellers. **To ensure your entitlement to the warranty, please purchase Magewell products from our authorized distributors or resellers in your country or area only. You can check the information on the Where to Buy page. If none is available within your country or area on that page, please send an email to sales@magewell.com for advice;otherwise, your product may not be entitled to the due warranty.**

Magewell warranty aims to solving hardware failure during normal usage. You need to follow steps in the user guide, otherwise Magewell is not liable for any failure or cost that is caused by your misuse, mistakes, accidental behaviors, abuse and etc.

Limited Warranty

Except otherwise set between you and Magewell in advance in a written form, the free limited warranty service starts from the date on your proof of purchase. The proof can be: sales contract, formal sales receipt, invoice or delivery note. The earliest date of these proofs is the starting date of the free limited warranty.

The period of free limited warranty goes as below:

Product		Warranty Period
Director Mini	Entire device (except the display)	Two (2) years
	Display	One (1) year

How to get the limited warranty

1. Please contact Magewell support team by email (support@magewell.net) first to make sure whether your problem can only be solved by returning to Magewell for repair. Magewell might ask you to take photos of the front and back of the defective products.

2. Magewell will issue an RMA letter to you if it is confirmed that you need to return the faulty product for further examination or repair. Please fill in the RMA with necessary information required as below:

- Client's name, address, zip code and telephone;
- Product serial number. You can find the information on the label of the product or on the UI of related software; (please note, if the label of serial number is torn off or the serial number is invalid, your product may not be entitled to warranty).
- Purchase Proof (for example, scanned copy of invoice or sales contracts or delivery note);
- Brief description of the problem.

If it is regular repair, you will be responsible for the shipping cost, duties and insurance cost (if applicable); if the product is DOA, Magewell will be responsible for the shipping cost.

Pay attention to the following before returning the products:

- Provide an item list for what are returned, including the accessories, if any;
 - The original Magewell package box is preferred;
 - The ESD-safe bag originally provided by Magewell is preferred or please use a bag that can provide good buffer during transportation to avoid further damage to the faulty units.
 - If more than one product shall be returned, please pack them in individual bags;
3. If some components need to be replaced, Magewell will decide to repair, renovate or replace the components by itself. Magewell may use new or repaired component to repair the product. The repaired product can work normally and the performance can remain the same. Repaired products can work in a good working condition and at least functions are the same as part of the original unit. The original replaced component will become property of Magewell and components which are replaced for the client will become his/her property.
 4. If the product is within warranty, Magewell will repair or replace the faulty units at its own options. In the circumstances where the faulty unit is replaced by another one, Magewell may use new, repaired or renovated units. The faulty unit will then become the property of Magewell while the replacement unit will become the property of the purchaser.
 5. If the warranty expires, Magewell will inform the purchaser whether the products can be repaired and the maintenance costs they need to pay. If purchasers decide to repair, Magewell will repair, renovate, or replace the components after receiving the maintenance costs. If purchasers give up repairing, Magewell will

dispose the faulty unit at the purchaser's option.

6. The repaired or replaced product assumes 1) the remaining term of the Warranty of the replaced unit or faulty unit; 2) ninety (90) days from the date of replacement or repair, whichever provides longer coverage for you. The extended warranty is only valid for repaired/replaced components.
7. The period of service depends on client's location (country and area) and the product.

Purchasers' Responsibility

Upon receiving the RMA issued by Magewell, you shall ship the defective units immediately to ensure your warranty doesn't expire. And you shall check the following things before the shipment.

1. Remove all the non-Magewell accessories and any other third party hardware, including but not limited to storage card or any other accessories that are not provided by Magewell or which do not have warranty;
2. Ensure the product or its component does not have any legal obligation or limitation in case it may be replaced during repair;
3. Please operate according to the service process of Magewell.
4. If non-Magewell accessories or a third party hardware needs to be returned to Magewell, please get the confirmation and approval from Magewell in advance. In this case, you shall backup all the data saved in the product or its component, if applicable. You shall provide all the system keys or passwords to the authorized service center so the authorized service center can enter your system easily and do its duty if necessary. You shall also remove any confidential or personal information saved in your system.

Exception Clauses

To the maximum extent permitted by laws, Magewell is not liable for any express, implication, oral agreement or other unless it is clearly described in terms and conditions of this warranty, including but not limited to implications or guarantee of marketability, being non-invasive, qualification, or others for specific purposes. Magewell does not provide free warranty if any of the following cases happened:

1. Tear off the label of serial number on the product or the product doesn't have a valid serial number label.
2. Failure caused by not following the "User Guide" or "User Manual";
3. Damage or failure due to the following reasons:

- Misuse or abuse, including but not limited to when the same component gets defective for more than twice even after Magewell gives further instructions of use.
- Incorrect installation, operation or maintenance;
- Incorrect connection to peripheral equipment or any third party's products;
- Connect non-standard signal source;
- Hot-swap when the grounding is not stable;
- Use non-Magewell accessories or spare parts;
- Repaired by persons who are not authorized by Magewell;
- Accidental or deliberate damage or damage caused by natural disaster;
- Damage caused by continuous unstable voltage;
- Damage caused by any liquid;
- Damage not due to product material or workmanship;
- Problems that are related to applications or software;
- Problems that are caused by using accessories which are not offered by Magewell or devices that are manufactured by a third party.
- The PCB is damaged or scratched, distorted; the PCI bracket is distorted; the IC component is damaged;
- Problems that are not caused by product design, technology, manufactory or quality.
- Problems that exceed the scope of the terms and conditions.
- The ownership has been transferred. The warranty only applies to the original purchasers who bought the product directly from Magewell authorized distributors and resellers.

Limitation of Liability

If purchasers send the product to Magewell or service centers without an RMA, Magewell and the service center shall not take any responsibility for this product. Magewell is only liable for damages or lost caused or happened when the product is at Magewell's office.

Neither Magewell nor your service provider is liable for any direct or indirect damage or lost due to data lost or data disclosure, including confidential information in the product or exclusive or personal data. You shall delete and/or backup all the information in your product before you ship together with the RMA.

Magewell may provide and authorize licenses of certain applications and documents to purchasers together with hardware products for test purposes. Magewell, its subsidiary, Magewell authorized distributors or resellers are not liable for the quality, performance, merchantability or usability of these items.

If defects exist in the material or production, purchasers' only and exclusive solution is to follow terms and conditions herein.

Magewell, its subsidiary, Magewell authorized distributors and resellers are not liable for the following incidents:

1. Any damage, including but not limited to direct, indirect, accidental, punitive, or joint damage, user data loss, profit loss or business interruption;
2. Any loss or damage that is due to wars, strikes, industry movement, stoppage, fire accident, explosion, social unrest, lightning stroke, earthquake, rebellion, natural disaster and other natural phenomenon, or any other reasons which cannot be controlled by Magewell.

Magewell reserves all the explanation rights towards the warranty. Magewell may modify the above terms and conditions without further notice at any time. The latest modified terms and conditions will automatically become effective immediately.

Statement of Privacy Policy

Purchasers agree Magewell to collect, use, save, process or disclose users' information for purposes that are allowed by applicable laws of where Magewell is registered and located. These purposes include but not limited to the following:

- Provide services;
- Magewell, its subsidiary, Magewell's authorized distributors or resellers can provide product and service information to purchasers, including but not limited to satisfactory questionnaire, product recall and other issues regarding safety;
- Implement the limited warranty;
- Other lawful requirements.

Contact Us

For more information about Magewell warranty details, please visit <http://www.magewell.com> or you can send your questions to support@magewell.net.

Explanation Rights

Wherever purchasers buy Magewell products, Magewell reserves the explanation right to the warranty and may update the warranty without further notice.