

*Everyone is a director*

# **VidiMo Show**

*User Manual, Reference and FAQ*

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## Introduction



The [VidiMo Show App](#) is a complete live production toolkit on your smartphone. It lets you be the director, operator, and on-screen talent at the same time. This easy to use app allows you to create a run of show that consists of configurable scene layouts that mix live video sources, audio sources, music, graphics, text, and playback of recorded clips. When it's time to go live, you can record your show on your smartphone as its happening, and stream live to social media, with presets for YouTube™ Live, Facebook™ Live and Twitch™.

- Switch quickly between fully-customizable, multi-source scene layouts
- Scene layout can include a combination of sources:
  - *HDMI Video* (currently available on Android phones only)
  - *Phone camera (front or rear)*
  - *Text or graphic overlays*
  - *Pre-recorded video clips*
  - *Images*
  - *Background music*
- Scenes have their own dedicated audio mixer with levels/mute controls for each source
- Scene-independent lower-third graphics, logos and real-time on-screen drawing
- Save and recall customized shows
- Stream live to social media networks, CDNs or your own streaming server
- Record the program mix to your smartphone



Support both Android and iOS



## Compatible Devices

### Supported Phones

VidiMo supports both iOS and Android, and is currently available only on phones.

To run VidiMo Show, your phone needs to meet the following requirement:

- iPhone: iPhone 8 or newer, running iOS 11.0 or later
- Android phone: running Qualcomm Snapdragon 835 (or other processors of equivalent performance) or later, OS being Android 5.0 or newer, such as Samsung Galaxy S8, Huawei Mate 30, Google Pixel 2, Xiaomi Mi 8, OnePlus 8

VidiMo Go can accommodate phones 60-90mm wide, firmly mounting almost any smartphones.

## Network Requirements

VidiMo uses your phone's network to stream. Network connectivity strength is an important factor for streaming quality. It's good practice to test and ensure a strong network connection before broadcasting your shows.

Your phone connects to a network in one of the three ways:

- Wi-Fi (recommended)
- Cellular
- Ethernet

Your phone auto-selects a network in the following order: Ethernet > Wi-Fi > Cellular

Wi-Fi and cellular data provide for device mobility. Wi-Fi is often faster under the right conditions and does not have the limitations as cellular data does. Therefore, Wi-Fi is the recommended



Streaming platforms

**Twitch**  
***RTMP***

connectivity when you are streaming with phone mobility.

## Compatible Streaming Platforms

VidiMo allows you to stream to any of the following platforms:

- Facebook
- YouTube
- Twitch

You can easily stream to these platforms, simply by connecting to the platforms using your platform account and starting streaming. You can also stream to a custom RTMP platform after you configure the required RTMP server information (the URL and stream key).

## Installation and Login



### Installing VidiMo Show

Please search for "VidiMo Show" in the App Store or Android Market on your phone to download the latest VidiMo Show App. VidiMo Show supports the following operating systems:

- Android 5.0 and later
- iOS 11 and later

StreamGear provides each user the option to try VidiMo Show for 15 days for free. During or after the trial period, the user has the option to purchase a StreamGear membership package.

### Logging In to VidiMo Show

The first time you open VidiMo Show, you need to log in with an account or create one.

1. Tap the VidiMo Show app icon to open it.
2. Tap *Login* to log in to the app. If you have not registered an account, tap *Start Trial*, and follow the instructions to create an account.
3. Enter the account name and password, and tap *Login*.  
If you forget your password, you can tap *Forget Password* to reset the password.

After logging in, you can tap  > *Log out* at the upper left corner of the Main UI to log out.

# Basic Concepts

VidiMo Show simplifies video production by allowing you to build a run of show - a series of scenes that tell your story. This concept simplifies and automates the process of switching complex shows with multi-element layouts. To get a quick grasp of these concepts, just imagine yourself as a director who is creating a show with several different scenes. Each scene has several elements and sources which you use to tell your story.

The layout of each scene is only limited by your creativity. You can add as many layers or elements as required to tell the story. You can include live sources, video clips, images, text, etc.

Setup and configuration are separated into four levels: Show, Scene, [GFX](#), and Global.

## Show

A Show is a collection of scenes and [GFX](#) layouts which you pre-configure. It includes show name, and video format.

## Scene

A scene is a preset layout of content. It can be as simple as a single camera source or multiple layers of content. A scene can include live video/camera sources, video clips, pictures, and music. You can make as many scenes as your run of show requires. Scenes also have a dedicated mixer which allows the user to match audio sources and levels to the visual elements in that scene.

## GFX

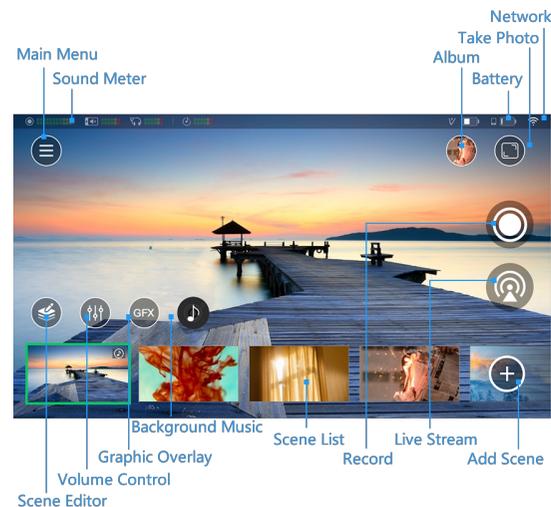
[GFX](#) are graphic overlays which are used to temporarily show information to the audience. These can be displayed anytime during a show. Graphic Overlays may only include image and text elements. Use [GFX](#) for lower thirds overlays, logo bug, and informational text.

## Global

These settings are used by all shows. It includes streaming accounts and other App level preferences.

# Main User Interface

The Main UI starts with the *Setup* mode. This is a home page to find all [VidiMo Show](#) operational features. Once you start recording or live streaming, the Main UI goes into the *Show* mode. The *Show* mode disables most editing functions and provides some new features for you to interact with your audience.



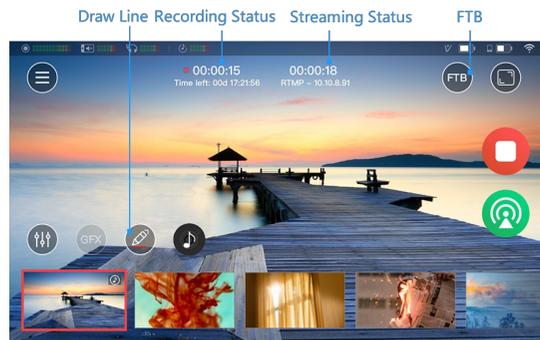
Main UI in Setup mode

## Layout: Setup Mode

Components of the Main UI in the *Setup* mode are as follows.

- **Main Menu:** Opens the app's main menu. This menu provides some options for you to set up shows and the app.
- **Sound Meter:** Displays the sound meter of output audio by default. You can add more sound meters of other kinds of audio via the [Volume Control](#).
- **Battery:** Displays the battery life of [VidiMo Go](#) device  and your cellphone . The battery icons are red for less than 20% battery, white for 20%-70% battery, green for more than 70% battery.
- **Network:** Displays the network connection status of [VidiMo Go](#) device.  represents no network connection,  Wi-Fi,  cellular, and  ethernet.
- **Album:** Opens the app's album, which stores the photos and video clips you've recorded. The album has three categories (All, Video, and Photo) and sorts video clips and photos by time.
- **Take Photo:** Takes a photo of the current scene.
- **Recording:** Starts/stops recording. See [Recording](#).

- **Live Stream:** Opens a window that enables you to configure streaming servers, and start/stop streaming. See [Live Streaming](#).
- **Scene Editor:** Opens the scene editor of the current scene.
- **Volume Control:** Opens the volume control of the current scene. See [Volume Control](#).
- **GFX:** Configures graphic overlays, which are a combination of predefined logo, picture and text. See [Adding & Deleting Graphic Overlay](#).
- **Background Music:** Controls the playback of background music. See [Adding & Deleting Background Music](#) for instructions on how to set background music.
- **Scene List:** A list of scenes in the current show. You can tap a scene to switch between scenes.
- **Add Scene:** Adds a new scene to the current show.



Main UI in Show mode

## Layout: Show Mode

Components of the Main UI in the *Show* mode are similar to that in the *Setup* mode. There are a few differences, as described below and shown in the figure on the left.

### New elements

- **FTB:** Toggles a *Fade to Black* effect. When **FTB** is turned on, the screen fades to black and all sounds are muted. As you may have noticed, the **FTB** button appears in the place where the *Album* used to be in the *Setup* mode.
- **Draw Line:** Draws lines on the current scene.
- **Recording Status/Streaming Status:** Displays the recording and/or streaming time and

network connection status.

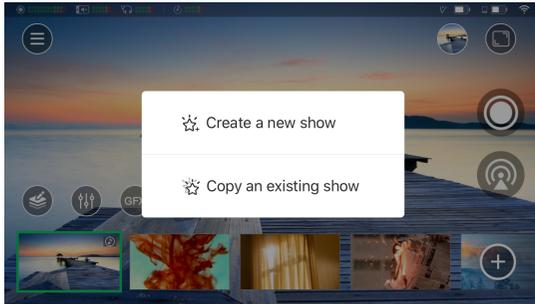
#### Same element with changed function

- **GFX:** Displays a graphic overlay in a live show. In the *Setup* mode, this button allows you to edit graphic overlays for a show.

#### Removed elements

- **Album:** You cannot access the album while you are streaming/recording. During streaming/recording, in the place of this element appears the **FTB** button.
- **Scene Editor:** You cannot edit your scenes while you are streaming/recording.
- **Add Scene:** You cannot add scenes while you are streaming/recording.

## Shows and Scenes



Create show

### Creating, Deleting & Editing Shows

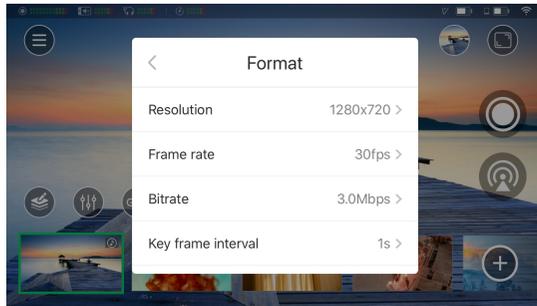
You can create multiple shows in [VidiMo Show](#).

#### Creating a Show

You can create a show by adding a brand new show from scratch, or copying an existing show and building on it. A show is automatically saved after it is created.

**To create a new show:**

1. Tap  at the upper left corner of the Main UI.
  2. Tap *Create a Show*.
  3. Tap *Create a new show*.
  4. Specify the new show's properties.
    - **Show name:** the show's name
    - **Format:** the show's video and audio format, including resolution, frame rate, bitrate, key frame interval, audio sample rate, profile, and bitrate mode
- [VidiMo Show](#) will recommend video formats based on your phone model, as listed below. If you use a higher format, it might cause your phone overheating. For details, see [Phone heating up when running VidiMo](#).



Show properties

Phone Type	Phone Model	Recommended Format
iOS phone	iPhone XR/11	1920x1080, 60fps
	iPhone SE	1920x1080, 30fps or 1280x720, 60fps
	iPhone 8	1280x720, 30fps
Android phone	Running Snapdragon chip higher than 835, or other equivalent chip	1920x1080, 60fps
	Running Snapdragon 835, or other equivalent chip	1280x720, 30fps

- Resolution:** Width and height of the video frame, in pixels. Available resolutions are 1280x720 and 1920x1080.
- Frame rate:** 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 varies depending on the combination of selected resolution and frame rate, ranging from 256Kbps to 30.0Mbps.

A higher bitrate generally provides better image quality but also occupies more bandwidth resources. A recommended bitrate is selected based on the resolution and frame rate already set, which can provide preferable image quality. You can still

change the bitrate based on your needs.

- **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. For most live streaming, the recommended key frame interval is 2s or even shorter. The default is 1s.
- **Audio sample rate:** Samples per second. Available formats are 44.1khz and 48.0khz (default).
- **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. This profile uses more bits to compress quality video than the other profiles. It is used mostly for low-power, low cost devices for real-time communication.
  - **Main Profile:** An intermediate profile with a medium compression ratio. It is often used for SD digital TV broadcasts.
  - **High Profile (default):** 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:
  - **ABR (on iOS):** Average bit rate. In this mode, you choose a target bitrate and the encoder will try to constantly maintain an average bitrate while using higher bitrates for more complex parts.
  - **CBR (on Android):** Constant bit rate. It means that your stream will be encoded

using the selected bit rate over all the time.

- **VBR** (on Android, default): 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.

The default settings accommodate many scenarios. You can also optimize these parameters based on your specific use case. A reference is available at [How to optimize encoding settings](#).

5. Tap *Create*.

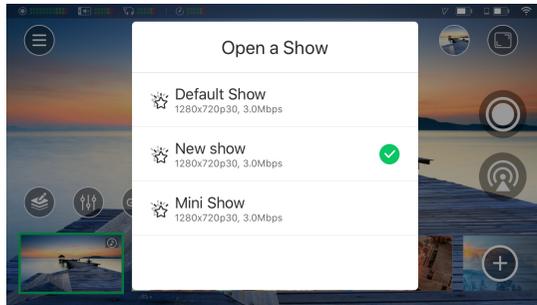
After you create a show, the show is opened as the current show.

#### To copy an existing show:

1. Tap  at the upper left corner of the Main UI.
2. Tap *Create a Show*.
3. Tap *Copy an existing show*.
4. Select a show to copy.

The new show you create 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)". You can change the show name.



Open and delete show

## Opening & Deleting a Show

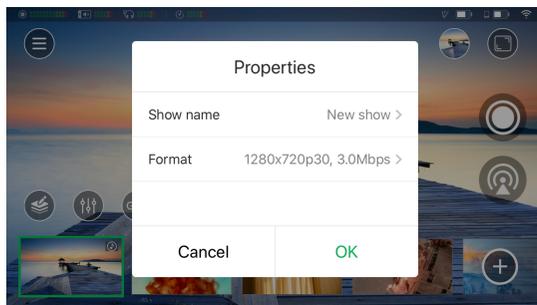
To open a show:

1. Tap  at the upper left corner of the Main UI.
2. Tap *Open a Show*.
3. Select a show to open.

To delete a show:

1. Tap  at the upper left corner of the Main UI.
2. Tap *Open a Show*.
3. Swipe a show to the left.
4. Tap the delete button.

 The current show cannot be deleted, because it is being used.



Change show's properties

## Changing a Show's Properties

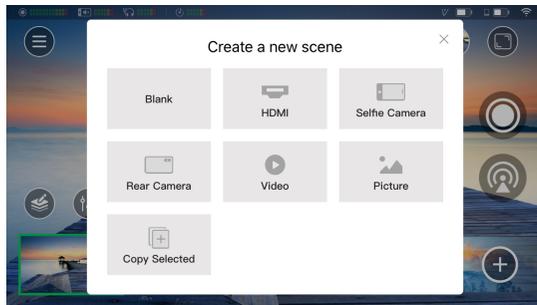
To change properties of the current show:

1. Tap  at the upper left corner of the Main UI.
2. Tap  next to the *Current Show*.
3. Change the current show's properties:
  - **Show name:** The show's name.

- **Format:** The show's video and audio format, including resolution, frame rate, bitrate, key frame interval, audio sample rate, profile, and bitrate mode.

For details about the properties, see the property description under [Creating a Show](#).

4. Tap *OK*.



Create a Scene

## Creating and Managing Scenes

### Creating a New Scene

1. Tap  at the bottom right corner of the Main UI.
2. In the *Create a new scene* window, select a source that you want to put into the new scene. The source names are self-explanatory. For details about how to add different sources, see [Adding a Source](#).
  - If you choose *Blank*, then you create a scene with no source, and you can add sources to the scene later.
  - 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.
  - If you choose *Copy Selected*, then the currently selected scene is copied to create a new scene. The new scene appears next to the selected scene.
3. Edit the scene in the Scene Editor.

Many tools are available for you to edit your scene. For details, see [Setting Source Properties](#).

4. Set the input audio for the scene.
  - i. Tap  on the left of the Scene Editor.
  - ii. Under *Phone Input* and *VidiMo Input*, turn on the audio you need and adjust the volume. For details about audio, see [Volume Control](#).
5. Save the changes you have made in the Scene Editor.
 

The thumbnail of the new scene will be displayed at the bottom of the Main UI.

You can repeat the above steps to create as many scenes as your show requires. Each scene has a corresponding thumbnail arranged in the order of creation on the Main UI.

### Copying a Scene

In some situations, you might want to copy an existing scene to create a new scene. In this case, you can use the Copy Scene function.

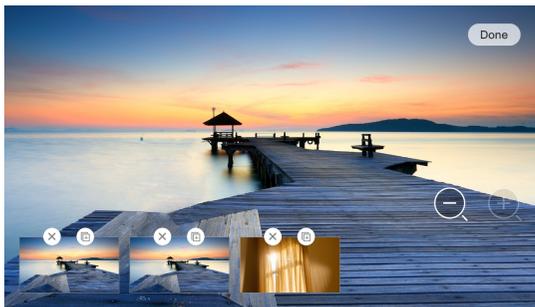
There are two ways for you to copy a scene:

- On the Main UI, tap a thumbnail of a scene you want to copy and tap  at the lower right corner. In the *Create a new scene* window, tap *Copy Selected*.
- In the scene list on the Main UI, long press a thumbnail, tap the  icon on the thumbnail of the scene you want to copy, and tap *Done* at the upper right corner.

The new scene will appear next to the copied scene. You can then edit the new scene.



Move Scenes



Delete Scenes

## Rearranging & Deleting Scenes

1. Long-press any thumbnail in the *Scene List*.
2. To rearrange the order of scenes, long-press a thumbnail and then drag to move it to a desired position in the scene list.
3. To delete a scene, tap the delete button on a thumbnail.

💡 The *Scene Editor* and *Volume Control* are auxiliary tools of scenes, so you need to keep at least one scene in the *Scene List* to use these two tools.

## Scaling or Hiding a Scene List

The size of thumbnails is adjustable. By default, the *Scene List* uses the large thumbnails.

**To scale the size of thumbnails in the Scene List:**

1. Long-press any thumbnail in the *Scene List*.
2. Tap the  or  button on the right to change the size of thumbnails.
3. Tap *Done* at the upper right corner of the Main UI.

**To show or hide the Scene List:**

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

During broadcasting 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 thumbnails will hide automatically to save power.

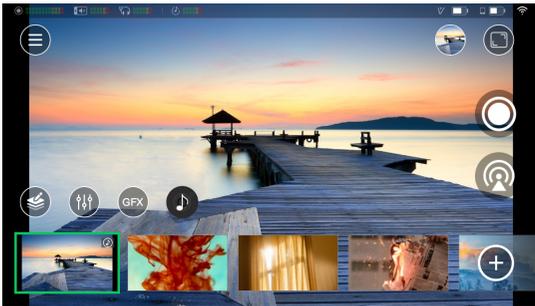
## Previewing a Show

Editing and previewing are seamless in [VidiMo Show](#). On the Main UI, you can preview during or after show editing. When previewing, you can:

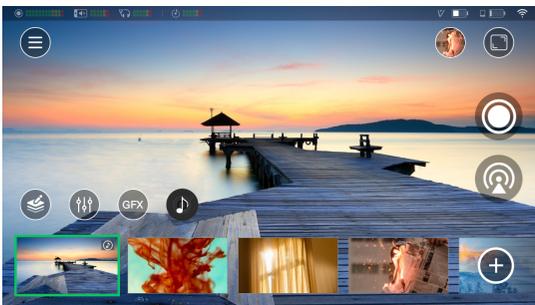
- [View with no interference](#): View your show with a clean interface.
- [Switch between Fit and Fill](#): View your show full screen or with black space.
- [Make transitions](#): Rehearse scene transitions and check the transition effects.
- [Browse and view scenes](#): Browse the scene list and view the scenes to check what they will look like when going live.



Preview with no interference



Preview in Fit mode



Preview in Fill mode

## Viewing with No Interference

You can preview the effects of scenes without the Main UI's interference.

1. On the Main UI, tap any empty area of the screen to enter the no-interference mode, upon which all the UI elements disappear.
2. Tap any empty area again to exit the no-interference mode, upon which all the UI elements come back.

## Switching between Fit and Fill

A scene can be viewed in the *Fit* or *Fill* mode.

When you open a scene, it is displayed in an aspect ratio of 16:9 in *Fit* mode. The *Fit* mode means:

- If the aspect ratio of your phone screen is 16:9, the scene fills the whole screen.
- If the aspect ratio of your phone screen is not 16:9, the scene will have blank space on its upper and lower or left and right sides.

You can double-tap on any empty area on the screen to change to the full screen mode, namely the *Fill* mode, which means:

- For a 16:9 phone screen, nothing changes because the scene already fills the screen.
- For a phone screen with another aspect ratio, the scene scales up proportionally to fill the screen.

## Making Transitions

1. On the Main UI, tap the scene thumbnails to transition between scenes. You can rehearse the order in which to transition scenes. If you are not satisfied with the order, you can change it. See [Rearranging & Deleting Scenes](#).



Video playback

2. Check the scene transition effect.  
If you are not satisfied, you can change the transition effect. See [Transition](#).

## Browsing and Viewing Scenes

1. On the Main UI, swipe left or right on the scene list to browse scenes.
2. Tap on the thumbnail of a scene to view the scene.  
For a scene containing background music, there will be a BGM icon on the thumbnail.  
When viewing a scene containing a video clip, 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.

There are three types of policies that define what happens at the end of a video clip.

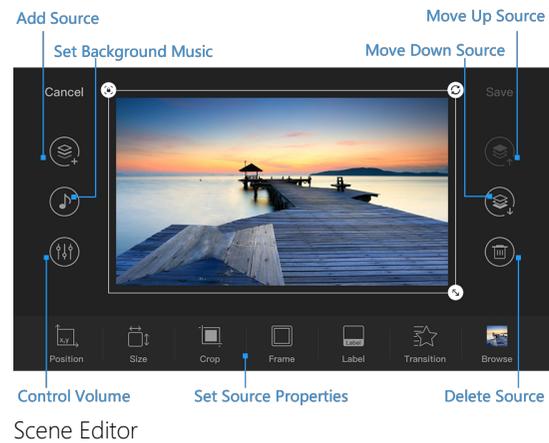
- **Normal playback**  : Includes *Go to black*, *Show last frame*, *Show first frame*, and *Hide video*.
- **Loop playback**  : Includes *Repeat video*.
- **Switch after playback**  : Includes *Switch to scene N*. If the video applies a *Switch to scene N* policy, the next scene to switch to will be highlighted with a yellow frame and a countdown clock during the last 10s of the current video.

To change the *End policy* of a video source:

- i. In the Main UI, tap  on the left side to open the Scene Editor.
- ii. Tap to select a video source.
- iii. In the bottom bar, tap *Policies* > *End policy*, and then select an option.

# Sources

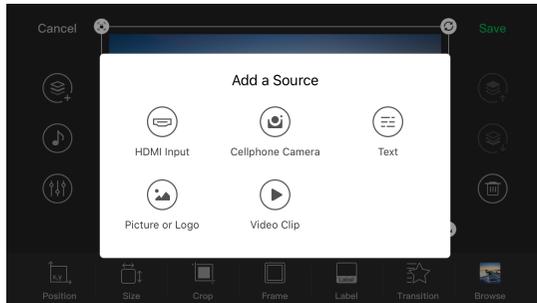
Sources are the building blocks of scenes. A scene can consist of one or multiple sources.



## Basics about Sources

VidiMo sources are:

- HDMI (currently available on Android phones only)
- Phone camera (front or rear)
- Text
- Pre-recorded video clips
- Images
- Background music
- Graphic overlays



## Adding & Deleting Sources

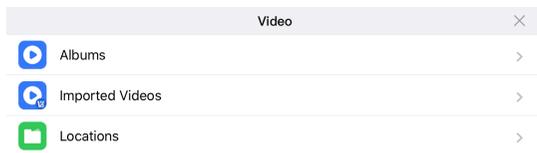
### Adding a Source

1. In the Main UI, tap a scene thumbnail and then tap  to open the Scene Editor.
2. In the *Scene Editor*, tap  in the left list.
3. Select a source type:
  - **HDMI Input (currently available on Android phones only):** a high-quality external signal from a professional camera, computer, game console, etc. The signal is imported to [VidiMo Show](#) through the hardware [VidiMo Go](#). [VidiMo](#) supports up to 1080p60 signal input.
  - **Cellphone Camera:** a camera signal from the cellphone itself. By default, the selfie camera is used. You can switch to the rear camera later. The resolution of your phone camera captured by [VidiMo Show](#) is 720p.
  - **Text:** static annotations and crawling messages. A maximum of 1024 characters are supported.
  - **Picture or Logo:** a predefined scene background, watermark, or brand logo  
Supported formats are:
    - iOS: JPE, PNG, HEIF, HEIC
    - Android: JPG, PNG
  - **Video Clip:** a video file that plays in the scene  
The video clip:
    - Can be up to [4K](#) in resolution

- Must be encoded in H.264 or HEVC
- Must be in the MOV (iOS) or MP4 (Android) format

You can safely add any combination of two video sources to the same scene. [VidiMo Show](#) also supports three video sources ( [HDMI](#), camera, and video clip) in one scene. Important Note: When you run three video sources simultaneously for an extended period, pay attention to the phone resources. If the phone resources are stretched, it will cause performance issues and may lead the phone to overheat.

#### 4. Import a resource.



Import sources on iOS

This step is necessary only for the **Video Clip** or **Picture or Logo** source.

#### On iOS:

- Tap *Albums*, *Imported Videos* (when you import a video clip) or *Imported Photos* (when you import a picture), or *Locations* to select a resource.
  - *Albums*: videos or pictures stored in the iOS system
  - *Imported Videos* or *Imported Photos*: videos or pictures imported to [VidiMo Show](#)
  - *Locations*: videos or pictures stored in the apps or cloud drives managed by the Files App

- When you choose *Locations*, you can tap *Browse* at the bottom and then an app under *Locations* to select a resource.

- Importing resources from cloud (such as iCloud Drive or Google Drive) involves authentication-related operations. For reference, see [How to import a resource from iCloud Drive on your iPhone](#) and [How to import a resource from Google Drive](#).

- ii. Tap a resource to import it.

When you import videos, pictures cannot be selected, and vice versa.

- iii. (Optional) To add more resources, repeat the steps above.

#### On Android:

- i. Tap the menu list icon in the upper left corner.
- ii. In the *Open From* list, tap an item.

The items consist of directories containing local files on Android (including videos recorded and photos taken by [VidiMo Show](#)), and apps containing local files and files on the cloud.

Importing resources from cloud (such as Google Drive) involves authentication-related operations. For reference, see [How to import a resource from Google Drive](#).

- iii. In the directory or app opened, tap a resource to import it.

When you import videos, pictures cannot be selected, and vice versa.

- iv. (Optional) To add more resources, repeat the steps above.

## Deleting a Source

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

## Changing 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  on the right side to move the selected source to an upper level.
3. Or tap  on the right side to move the selected source to a lower level.



Set picture properties

## Setting Source Properties

### Overview

When a source is selected, the edit buttons for that source appear in the bottom bar. The table below lists all edit buttons for each type of source.

Source Type	Properties	Remarks
HDMI Input	Select, Move, Rotate & Scale, Position, Size, Crop, Frame, Label, Deinterlace, Transition	Currently available on Android phones only. Only one HDMI source can be added for a scene.
Cellphone Camera	Select, Move, Rotate & Scale, Position, Size, Crop, Frame, Label, Switch, Flip, Transition	Only one cellphone camera source can be added for a scene.
Text	Select, Move, Rotate & Scale, Position, Size, Style, Background, Frame, Transition	Multiple text sources can be added for a scene.
Picture or Logo	Select, Move, Rotate & Scale, Position, Size, Crop, Frame, Label, Browse, Transition	Multiple Picture or Logo sources can be added for a scene.
Video Clip	Select, Move, Rotate & Scale, Position, Size, Crop, Frame, Label, Range, Policies, Browse, Transition	Only one video clip can be added for a scene.



Select, Move, Rotate & Scale

## Select, Move, Rotate & Scale

All kinds of sources can be selected, moved, and scaled.

### 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, guide lines will appear for you to align the source with other sources and the Scene Editor.

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

### To rotate a source:

1. Tap to select the source.
2. Press and rotate  on the source's frame.

To control the rotation more precisely:

1. Tap the *Position* or *Size* control 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*.

### To scale the size of a source:

1. Tap to select the source.
2. Tap  or  on the source's frame to unlock/lock the aspect ratio of the selected source.

This operation is not available for a Text source.

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

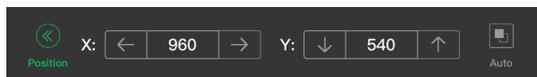
There is an upper limit for scaling a source:

- When you lock the aspect ratio, the source can be scaled up until its width or height reaches the width of the Scene Editor.
- When you do not lock the aspect ratio, the source can be scaled up until both its width and height reach the width of the Scene Editor.

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

When resizing a source, guide lines 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](#).



Position



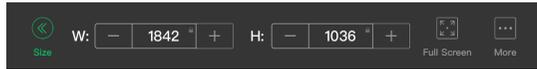
Auto

## Position

Apart from dragging and moving a source to change position, you can also use the *Position* control 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. This operation is available only when the angle of a source is

0, 90, 180, or 270 degree.



Size



More

## 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 expand/shrink 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 aspect ratio is unlocked (indicated by the  icon on the source frame):**

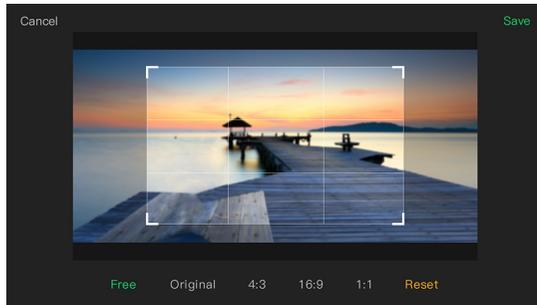
- W: 0 to 1280 or 1920 pixels, depending on the resolution of your show
- H: 0 to 1280 or 1920 pixels, depending on the resolution of your show

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

- **Full Screen** is available only when the angle of a source is 0, 90, 180, or 270 degree.
- **Full Screen** means:
  - When you lock the aspect ratio, a source is expanded to full screen when either its width or height reaches that of the Scene Editor.
  - When you do not lock the aspect ratio, a source is stretched to fill the whole Scene Editor, in which case the source can be distorted.
- **More:** Automatically adjust the size of a source. You can tap or long-press one of those buttons to expand/shrink the source towards the corresponding direction. Tapping changes the size by one pixel while long-pressing changes the size continuously.
  -  : Expands 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.
  -  : Shrinks 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



Frame

## Crop

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

To crop a source:

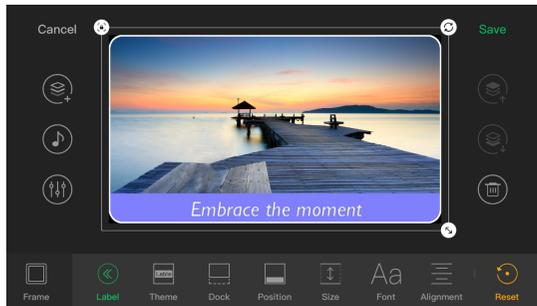
1. In the bottom bar of Scene Editor, tap *Crop*.
2. Select a cropping ratio from *Free*, *Original*, *4:3*, *16:9*, *1:1*.
3. Drag the corner handles to specify the crop boundaries.
4. Tap *Reset* to revert to the original size and aspect ratio of the source when it is first imported.
5. Tap *Save* to save changes and exit.

## Frame

You can use *Frame* to decorate a source. A frame is defined by the following properties:

- **Size:** Sets the frame's border width. The width 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. The default position is inside the source, which means that the frame overlaps the source.

💡 When you tap the *Frame* property, a basic frame is instantly added on the source. You can tap *Reset* to erase the frame.



Label

## Label

Labels are a simple and quick way to name a source, and are available for [HDMI](#) input, cellphone camera, picture, and video sources. A label is defined by the following properties:

- **Theme:** Sets the label's theme color, with white as the default.
- **Dock:** Sets the label's direction (bottom, top, right, or left).
- **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 40. The size value indicates the proportion of the label size to the source size. The default value is 30.
- **Font:** Sets the label text's font. Which fonts are available depends on whether your phone runs iOS or Android.
- **Alignment:** Sets the alignment (left, center or right) of the label text.

### Edit Label Text

You can change the label text by tapping on the text area. A maximum of 1024 characters are supported in total and each line can contain up to 120 characters. The more text that is input, the smaller the font will appear. The font size also changes automatically with the label size.

💡 When you tap the *Label* property, the source is instantly labeled by its type name or file name. You can tap *Reset* to erase the label.

## Switch

This property belongs to the camera source. Tap this button to switch between the selfie and rear cameras.

## Flip

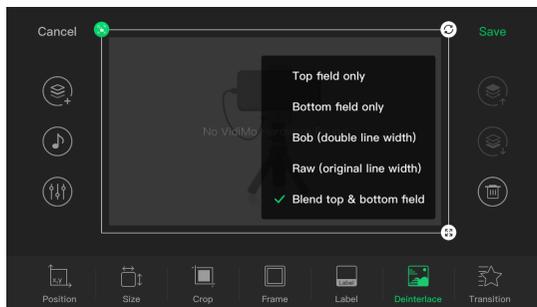
This property belongs to the camera source. Tap this button to flip the image horizontally.

## Deinterlace

This property belongs to the [HDMI](#) source. When detecting interlaced [HDMI](#) input, [VidiMo](#) converts it to progressive video to prevent possible visual defects, such as saw tooth edge distortion. The device uses the Blend top & bottom field method to [deinterlace](#) by default. You can choose a method depending on your specific requirements.

There are 5 deinterlacing methods available:

- **Top field only:** Retains only the top field and discards the bottom field. Doubles the lines of the top field to make a full frame.
- **Bottom field only:** Retains only the bottom field and discards the top field. Doubles the lines of the bottom field to make a full frame.
- **Bob (double line width):** Doubles the lines of each field to make a full frame.
- **Raw (original line width):** Retains both fields but converts the bottom field to a top field.



Deinterlace



Style



Crawl

- **Blend top & bottom field:** Blends a pair of fields to be displayed as one frame.

## Style

This property belongs to the Text source.

### Edit Text

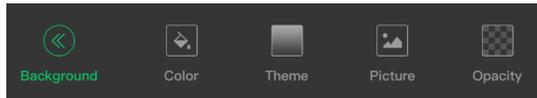
1. Tap to select the text.
2. Tap within the text frame to edit the text.
3. Input text content and tap *Save*.

A maximum of 1024 characters are supported in total and each line can contain 120 characters at most. The more text, the smaller the font appears. The font size also changes automatically with the text box size.

### Edit Text Style Properties

Tap *Style* at the bottom bar and edit the following properties:

- **Color:** Sets text color.
- **Font:** Sets text font. Which fonts are available depends on whether your phone runs iOS or Android.
- **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 crawl on the screen by specifying the crawling speed and direction. Speed 0 means no crawling.



Background

- **Reset:** Reverts to the original properties.

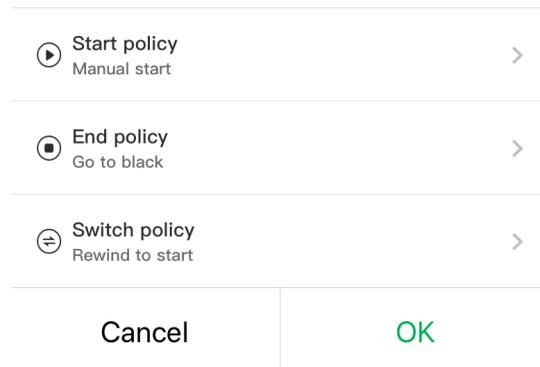
## Background

This property belongs to the Text source. The background settings of a text source are defined by the following properties:

- **Color:** Specifies a solid color as the text background.
- **Theme:** Specifies a gradient color as the text background.
- **Picture:** Specifies a picture as the text background. The picture format can be JPE, PNG, HEIF, or HEIC on iOS or JPE or PNG on Android.
- **Opacity:** Sets the opacity of text background.

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

## Video Policies



Policies

## Policies

This property belongs 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:** Rewinds the video to start and play it again.

**Show last frame:** Stops the video and displays the last frame.

**Show first frame:** Stops the video and displays the first frame.

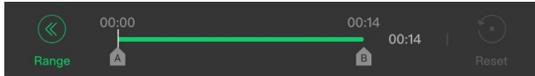
**Hide video:** Hides the video, which makes the video disappear from the screen.

**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.



Range

## Range

This property belongs 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 figures on the left, you can do this by dragging and moving the A and B tags on the video's progress bar to define start and end points. When you are dragging the A or B tag, the preview image of the video corresponds with the time that the tag is pointing to.

## Browse

This property belongs to the Video Clip and Picture/Log sources.

Tapping on this button opens your phone's album, 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.



Transition

## Transition

To add more dynamic effects to your sources, you can apply transitions to them.

Transition effects are available for all sources.

For default *GFX* templates, default transitions are added and cannot be changed.

**To add entrance transition:**

Tap *Transition* > *In* and select a transition effect:

- All: all entrance transitions
- Fade (1 transition): Fade in.
- Fly (4 transitions): Fly in from left, right, top, or bottom.
- Expand (6 transitions): Expand from right to left, left to right, top to bottom, bottom to top,

middle to top and bottom, or middle to left and right

- Zoom (9 transitions): Zoom out from left, upper left, bottom, upper right, right, lower right, top, lower right, and middle.

By default, no transition is applied.

When you tap a transition category, the transitions under the category appears on the left.

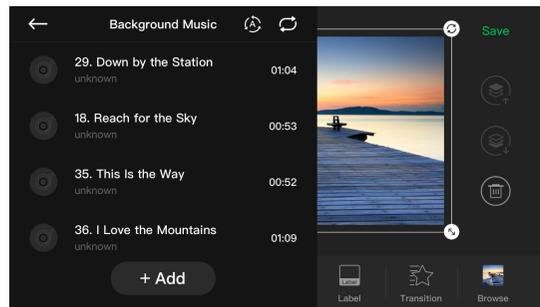
After you select an entrance transition for the first time, [VidiMo Show](#) automatically sets the corresponding exit transition for you. For example, when you set the entrance transition as Fly in from right, the exit transition is set to Fly out to right. You can change the exit transition effect.

#### To add exit transition:

Tap *Transition > Out* and select a transition effect:

- All: all exit transitions
- Fade (1 transition): Fade out.
- Fly (4 transitions): Fly out to left, right, top, or bottom.
- Collapse (6 transitions): Collapse from right to left, left to right, top to bottom, bottom to top, top and bottom to middle, or left and right to middle
- Zoom (9 transitions): Zoom in to left, upper left, bottom, upper right, right, lower right, top, lower right, and middle.

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.



Background music

### To change the transition speed:

Tap *Transition* > *Duration* and drag the *Duration* slider.

The *Duration* applies to both the entrance transition and exit transition. A longer duration means a slower transition.

### To erase transition:

Tap *Transition* > *Reset* to erase transition effects.

## Adding & Deleting Background Music

You can add background music to a scene.

### Adding Background Music

1. In the Main UI, tap a scene thumbnail and tap  to open the Scene Editor.
2. In the Scene Editor, tap .
3. Import a song.

#### On iOS:

- i. Tap *iPod*, *Imported Music*, or *Locations* to select a resource.
  - **iPod:** songs stored in the iOS system
  - **Imported Music:** songs imported to [VidiMo Show](#)
  - **Locations:** songs stored in the apps or cloud drives managed by the Files App

- Supported formats are MP3, M4A, and WAV files.
- When you choose *Locations*, you can tap *Browse* at the bottom and then an app under *Locations* to select a resource.
- Importing resources from cloud (such as iCloud Drive or Google Drive) involves authentication-related operations. For reference, see [How to import a resource from iCloud Drive on your iPhone](#) and [How to import a resource from Google Drive](#).

ii. Tap a resource to import it.

When you import songs, videos and pictures cannot be selected, and vice versa.

#### On Android:

i. Tap the menu list icon in the upper left corner.

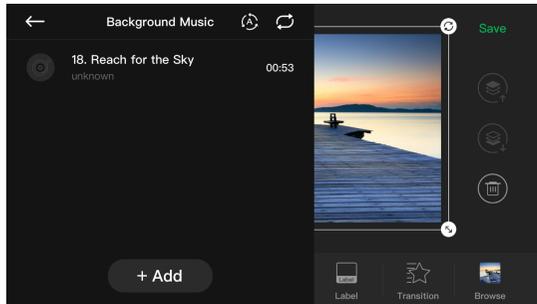
ii. In the *Open From* list, tap an item.

The items consist of directories containing local files on Android (including videos recorded and photos taken by [VidiMo Show](#)), and apps containing local files and files on the cloud.

- iii. Supported formats are MP3, AAC, M4A, and WAV files.
- iv. Importing resources from cloud (such as Google Drive) involves authentication-related operations. For reference, see [How to import a resource from Google Drive](#).

v. In the directory or app opened, tap a resource to import it.

When you import songs, videos and pictures cannot be selected, and vice versa.



Set background music

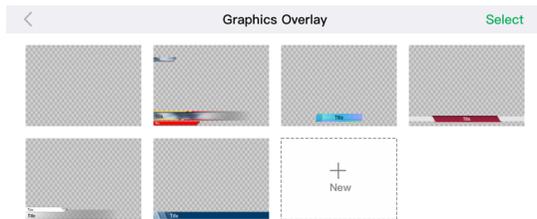
On the **Background Music** page, you can:

- 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.
  -  : Loop the playlist. (default policy)
  -  : Loop the selected song.
  -  : Shuffle the playlist.
- Exit the **Background Music** page using any of the methods below:
  - Tap  .
  - Tap the area on the right.
  - Swipe the **Background Music** page to the left.

After you have added background music to a scene, you can control the playback of the background music while streaming or recording the scene. For details, see [Controlling BGM Playback](#).

## Deleting Background Music

1. In the Main UI, tap  to open the Scene Editor.
2. In the Scene Editor, tap  to reveal the **Background Music** page.
3. On the **Background Music** page, swipe a song to the left and tap  to delete the song



Add [GFX](#)

## Adding & Deleting Graphic Overlays

Graphic Overlay enables a predefined logo, picture and text combination to show on the scene in the *Show* mode. It is useful when you want to add a personal mark or a company logo to your show. It adds a professional touch to your show.

It is recommended to use PNG images in RGBA format in graphic overlays. That is, the images should be transparent where you need the scene to be visible.

### Adding Graphic Overlays

You can create a graphic overlay from scratch, by using a template, or based on an existing graphic overlay.

**To create a graphic overlay from a template:**

1. Tap  on the lower left side of the Main UI to open the *Graphic Overlay* window.
2. Tap *New* and then select a predefined template.

When you create [GFX](#) for the first time, you are directly prompted to select a template without tapping on *New*.

- (Optional) Tap  in the left list, and then select *Picture or Logo* to add an image, or select *Text* to add texts.

If the transparent background of an image is changed to white background after transmitted to your iPhone, it can be caused by the iOS version running on your phone. In this case, you can transfer the image to your iPhone through AirDrop to retain the transparent background.

- Modify text and image sources (see [Setting Source Properties](#) for detailed information): For the original content in the template, you can only modify the text; for custom text and image sources, you can modify all related properties.
- Tap *Save*.

#### To create a graphic overlay from blank screen:

- Tap  on the lower left side of the Main UI to open the *Graphic Overlay* window.
- Tap *New* and then select the *Blank* template.
- Tap  in the left list, and then select *Picture or Logo* to add an image, or select *Text* to add texts.

If the transparent background of an image is changed to white background after transmitted to your iPhone, it can be caused by the iOS version running on your

phone. In this case, you can transfer the image to your iPhone through AirDrop to retain the transparent background.

4. Modify text and image sources. (See [Setting Source Properties](#) for detailed information.)
5. Tap *Save*.

**To create a graphic overlay by copying an existing graphic overlay:**

1. Tap  on the lower left side of the Main UI to open the *Graphic Overlay* window.
2. Tap *Select* at the upper right corner, select a graphic overlay that you want to copy, and then tap .
3. Tap the new graphic overlay to edit it.
4. Tap *Save* when you finish editing.

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

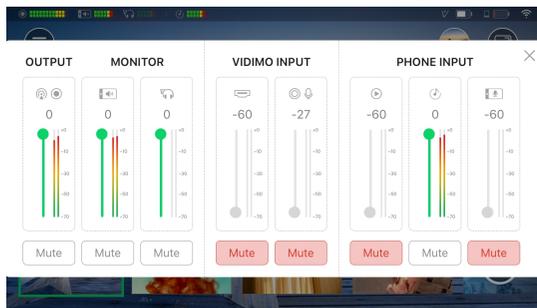
### Deleting Graphic Overlays

1. Tap  on the lower left side of the Main UI to open the *Graphic Overlay* window.
2. Tap *Select*, select the graphic overlays that you want to delete, and then tap .

# Volume Control

The Volume Control panel enables you to adjust the input audio for each scene and the output audio for a show. Each scene's audio setting is saved with the show on the cellphone. To open the Volume Control of a scene, you can:

- In the Scene Editor, tap  on the left.
- On the Main UI, tap a scene thumbnail and tap  on the lower left.



Volume Control

## Audio Types

On the audio 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

- **Show Output Audio**   : audio output for recording or streaming, ranging from -60dB to 0dB (highest volume). Enabled by default.

### Monitor

- **Monitor on Cellphone**  : audio output to the cellphone speaker, ranging from -60dB to 0dB (highest volume). Enabled by default.
- **Monitor on VidiMo**  (currently available on Android phones only): audio output to the VidiMo speaker, ranging from -100dB to 0dB (highest volume). Enabled by default.

- If you can hear your speech in the monitoring while speaking, it can be distracting. Therefore, the cellphone MIC audio will not be monitored.
- You are advised to use a headphone for monitoring audio on your phone. If you use the phone speaker, the audio from the speaker can be picked up by a MIC and cause echos in your show.

### VidiMo Input

These audio types are currently available on Android phones only.

- **HDMI Embedded Audio**  : If you add an **HDMI** source to the scene, **HDMI** embedded audio is turned on automatically. The volume ranges from -60dB to 0dB (highest volume).
- **MIC/Line In Audio**   : audio input from an interview microphone or line in connected through **VidiMo Go**. The volume ranges from -27dB to 15dB (highest volume).

- The MIC must be an active microphone, such as a condenser MIC.
- The MIC audio volume is relatively low originally and therefore is raised by 15dB. If you plug in line in audio, you may need to lower the volume.

### Phone Input

- **Video Embedded Audio**  : If you add a video clip to the scene, the audio embedded in the video is also added and turned on by default. The volume ranges from -60dB to 0dB

(highest volume).

- **Background Music**  : audio input from the background music. When background music is added, this audio is turned on automatically. The volume ranges from -60dB to 0dB (highest volume).
- **MIC Audio**  : audio input from the cellphone MIC, turned off by default. The volume ranges from -60dB to 0dB (highest volume).

For a scene containing only pictures or text, there will be no audio input enabled by default. You need to manually turn on audio input as required.

## Controlling Audio

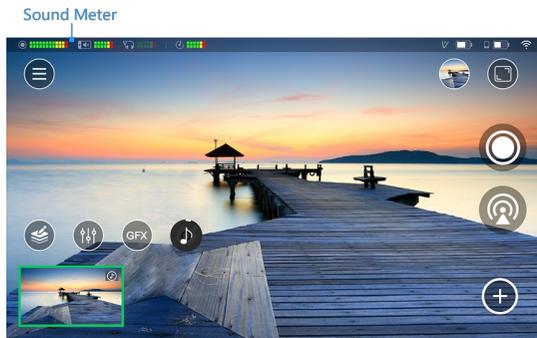
**To adjust the volume of audio:**

Drag the volume slider up/down to raise/lower the volume.

**To turn on/off audio:**

Tap the  button to turn off an audio and  to turn on an audio.

After an input audio is turned off, it is not output to the show output audio nor the monitor audio.



Sound Meter



Monitor audio

## Monitoring Audio

You can monitor the real-time volume of audio at the upper left corner in the Main UI and make timely adjustments accordingly.

### Display the Meters

The output audio meter is displayed whether output audio is muted or not. The meter is found at the top left of the UI screen and appears as the longest audio meter.

Other audio meters are displayed only when they are not muted.

### Read the Meters

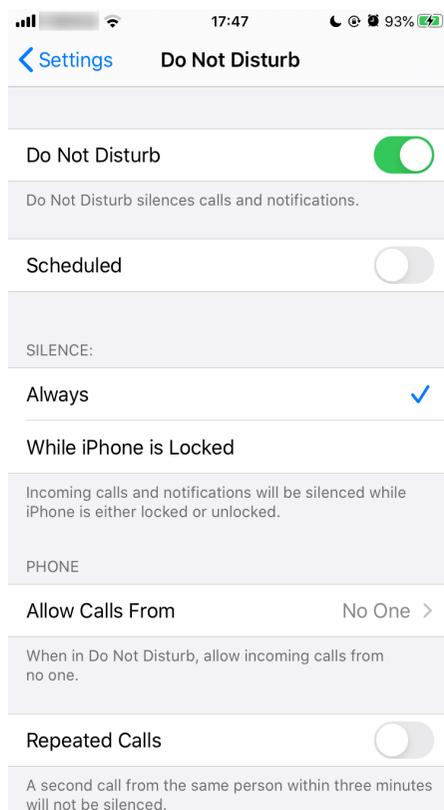
When there is audio input or output, the corresponding audio meter will light up to provide real time status of the audio.

An audio meter consists of three sections: green, yellow, and red.

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

# Streaming and Recording

VidiMo Show can be configured to broadcast to multiple server destinations while recording to your cellphone. You can simultaneously stream to two server destinations.



## Enabling Do Not Disturb

When there is an incoming call, your streaming or recording will be suspended for you to get the call. To avoid the interruption, you can set your phone to the Do Not Disturb mode to silence calls.

On iOS:

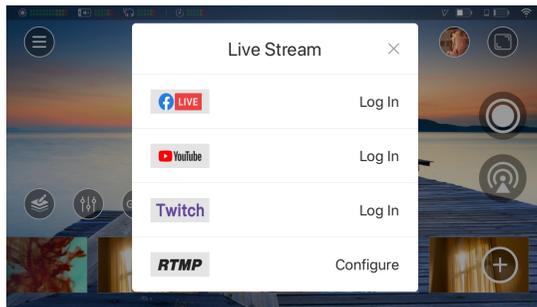
1. Tap the *Settings* app.
2. Scroll down and tap *Do Not Disturb*.
3. Enable *Do Not Disturb*.
4. Set *Silence* to *Always*.
5. Under *PHONE*, set *Allow Calls From* to *No One*.
6. Disable *Repeated Calls*.

On Android:

1. Tap the *Settings* app.
2. In the search bar at the top, input "Do Not Disturb" to access related settings.

3. Enable the Do Not Disturb function, and set other related parameters, such as Allow exceptions, Repeated calls, to ensure that no incoming call can interrupt your streaming or recording.

The specific parameters vary from one Android phone brand to another. You can refer to the corresponding official information to set the parameters.



Tap the streaming button in Main UI to configure server

## Configuring Streaming Servers

Before you stream your show, you need to configure the destinations you want to stream to.

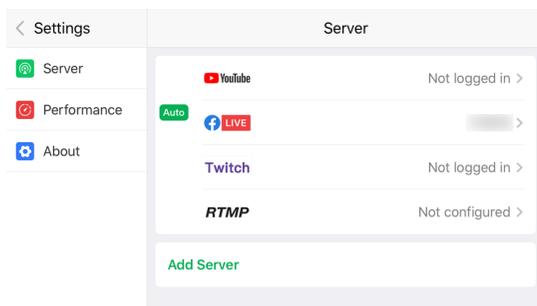
There are two ways to enter the configuration page of a streaming server:

- If no *Auto Stream* server has been set up yet, tap  on the right side of the Main UI, and then select a server.
- At the upper left corner of the Main UI, tap  > *Settings* > *Server*, and then select a server.

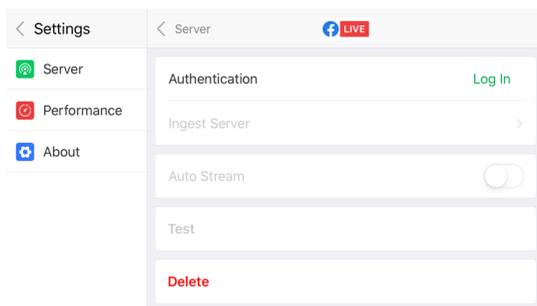
Then follow the steps below to configure the streaming server.

## Adding YouTube Servers

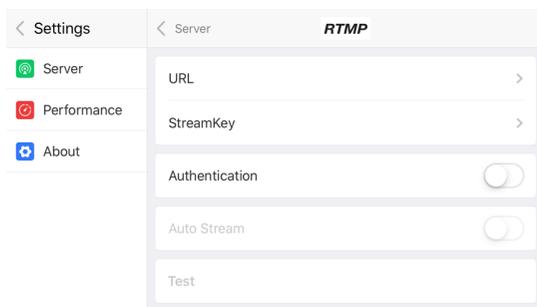
1. Tap *Add Server* in the *Server* page, and then select *YouTube*.
2. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app to log into your account.



Tap "Settings > Server" to configure server



Configure Facebook server



Configure RTMP server

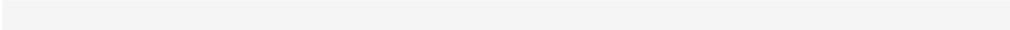
If you have not enabled live streaming for your YouTube account, your YouTube login will fail. Also note that you need to have live streaming enabled 24 hours before starting streaming. For details, see [Why can't I log in to my YouTube account in VidiMo Show](#).

3. Set the *Ingest Server*.  
You can select *Backup YouTube ingest server* or *Primary YouTube ingest server*.
4. Set the *Ingest Server*.  
You can select *Primary server (rtmp)*, *Primary server (rtmps)*, *Backup server (rtmp)*, or *Backup server (rtmps)*.
5. 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*.
  - *Title* should be no more than 100 characters or 128 bytes long.
  - *Description* should be no more than 5000 characters long.
  - *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.
6. (Optional) Enable *Auto Stream*.
7. Tap *Test* to test whether the previous configurations are working properly.
8. Tap *Server* at the upper left corner to go back to the *Server* page.
9. If you want to add more YouTube servers, repeat the above steps.

## Adding Twitch Servers

1. Tap *Add Server* in the *Server* page, and then select *Twitch*.
2. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app to log into your account.
3. Set the *Ingest Server*.  
The system lists available servers. You can select a nearby server for an optimal network path.
4. (Optional) Enable *Auto Stream*.
5. Tap *Test* to test whether the previous configurations are working properly.
6. Tap *Server* at the upper left corner to go back to the *Server* page.
7. If you want to add more Twitch servers, repeat the above steps.

## Adding Facebook Live Servers

1. Tap *Add Server* in the *Server* page, and then select *Facebook Live*.
  2. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app to log into your account.  
After you log in successfully, the system automatically selects a server for you, which you cannot change.
  3. 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.
  4. (Optional) Set *Title* and *Description*.
- 

*Title* supports a maximum of 255 bytes.

5. (Optional) Enable *Auto Stream*.
6. Tap *Test* to test whether the previous configurations are working properly.
7. Tap *Server* at the upper left corner to go back to the *Server* page.
8. If you want to add more Facebook Live servers, repeat the above steps.

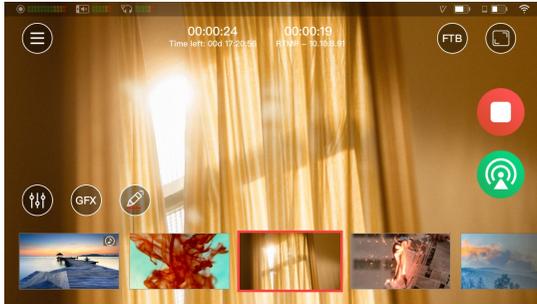
### Adding RTMP Servers

1. Obtain the RTMP address (URL) and stream key on a third-party live streaming platform.
2. Tap *Add Server* in the *Server* page, and then select *RTMP*.
3. In the server's configuration page, enter the *URL* and *Stream Key* of the RTMP server.
4. (Optional) Turn on *Authentication* if needed, and then enter your *User Name* and *Password* at the third-party live streaming platform.
5. Tap *Test* to test whether the previous configurations are working properly.
6. Tap *Server* at the upper left corner to go back to the *Server* page.
7. If you want to add more RTMP servers, repeat Step 1-6.

### Deleting Configured Servers

Method 1: On the *Server* page, swipe a server to the left and tap the delete button.

Method 2: On the *Server* page, tap a server to access the configuration page, and scroll to the bottom and tap *Delete*.



Streaming &amp; recording

## Live Streaming

VidiMo Show provides two streaming 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. Connect your phone to the Internet.
2. [Configure streaming servers](#).
3. Start streaming.
  - i. In the Main UI, tap .
  - ii. In the *Live Stream* window, tap the *Connect* button next to a configured server.

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

4. Stop streaming.
  - i. In the Main UI, tap .
  - ii. In the *Live Stream* window, tap the *Disconnect* button of a working server.

### Auto Stream

1. Connect your phone to the Internet.

2. [Configure streaming servers](#) and turn on Auto Stream.
  - i. In the *Server* page, enter the configuration page of a configured server, and then turn on *Auto Stream*.
  - ii. Repeat the above step to turn on the *Auto Stream* function of other servers.

You can enable *Auto Stream* for two servers at most. This limit is set to ensure stream performance.

3. In the Main UI, tap  to start streaming.
4. In the Main UI, tap  to stop streaming.

Technical tips for a successful stream event:

- Test your stream before you go live. Check your network connectivity and encoding settings.
- Make sure your [VidiMo Go](#) and phone are ready. Have them fully charged in advance.

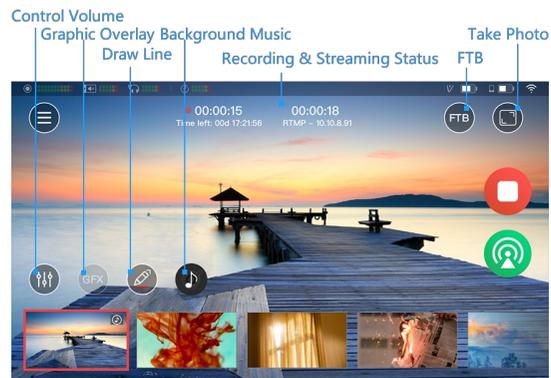
## Recording

1. In the Main UI, tap  on the right side to start recording.

Once you start recording, your recording duration will be displayed in the upper middle area on your show, and under it will be "Time left: xxd xx:xx:xx" to inform you the duration your phone can record.

2. Tap  again to stop recording.
3. Tap the album at the upper right corner to view the video clips and screenshots that you have recorded.

When the size of your recording file is larger than 3.5G, it will be split into several files so that the size of each file is no larger than 3.5G.  
When the recording time is less than 1s, the recording file will not be saved.



Interactions during broadcasting and recording

## Interactions During Recording and Broadcasting

During recording or live streaming, you can do the following operations in the Main UI:

- Switch to another scene by tapping a thumbnail in the *Scene List*. For details, see [Switching Scenes](#).
- Toggle a *Fade to Black* effect by tapping on . For details, see [Toggling FTB](#).
- Take photos of the scene by tapping on . Photos you take can be viewed in the [album](#).

- Adjust volumes by tapping on . For details, see [Volume Control](#).
- Apply *Graphic Overlay* to the current scene by tapping on . For details, see [Applying Graphic Overlays](#).
- Draw lines on the scene by tapping on . For details, see [Drawing Lines](#).
- Control the background music by tapping on . For details, see [Controlling BGM Playback](#).
- Check the show status. For details, see [Checking the Broadcasting/Recording Status](#).
- Start or stop recording/streaming simultaneously.

## Switching Scenes

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

### Display the thumbnails:

During broadcasting 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 thumbnails will hide automatically to save

power. You can tap  to bring back the thumbnails.

## Toggling FTB

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

- To fade to black, tap  at the upper right corner on the Main UI.

You audio/video output will be stopped. You audience can only see a silent black screen.

- To continue your show, tap  again.  
You show will go back to the screen and continue.

## Drawing Lines

You can draw lines on your show images to mark the things you want to highlight.

1. At the lower left corner on the Main UI, tap  to enter the *Draw Line* mode.
2. Draw one or multiple lines on the current scene.
3. Clear the lines.

The lines will disappear automatically after your specified hang-time (defaults to 5 seconds).  
Switching to another scene also clears the lines.

Or you can manually clear all of them in this way: Tap the screen, long press , and tap .

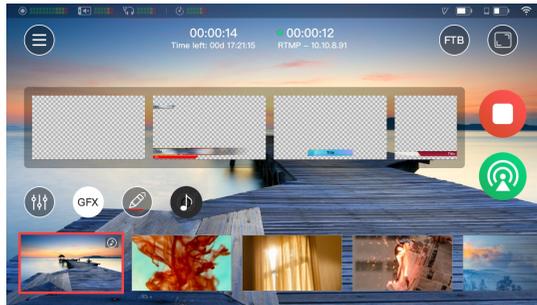
4. Tap the  button to exit the *Draw Line* mode.  
This will also clear lines if there is any.

### Set line properties

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

- Tap to select a color for drawing lines. The default color is red.
- Drag the *Thickness* slider to define the thickness of lines. The default thickness is 4 pixels.
- Drag the *Hang-time* slider to define the time for each line to remain on the screen. The

default time is 5 seconds. The range is 0-10s. 0 indicates that the lines will not disappear unless you manually clear them.



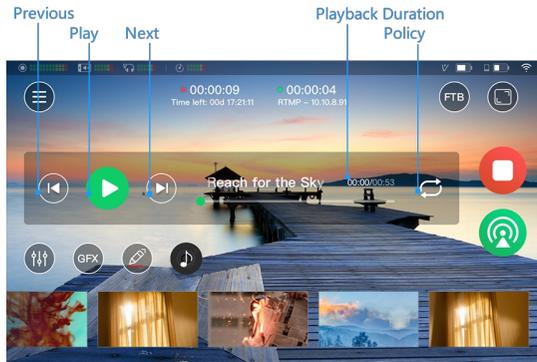
Apply [GFX](#)

## Applying Graphic Overlays

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

1. Start recording or live streaming.
2. Tap  on the lower left side of the Main UI, 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.

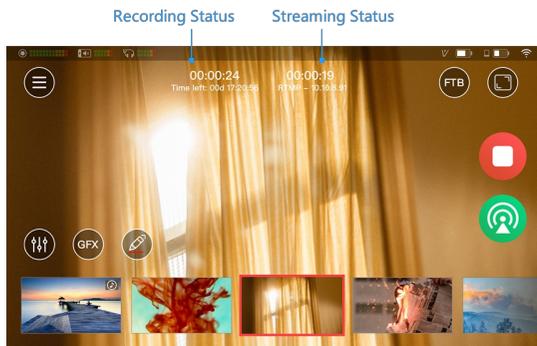


Music control

## Controlling BGM Playback

During broadcasting or recording, you can control the BGM playback on the Main UI.

- On the Main UI, tap the BGM icon to reveal the BGM playback bar.
  - If you have set the BGM to manual start, the icon is .
  - If you have chosen auto start, the icon is the default no-cover icon  or the album cover (if there is any) of the song playing.
- Tap the buttons on the playback bar to control the BGM playback. You can:
  - Start or stop BGM playback.
  - Play the previous or next song.
  - Drag the playhead to a desired time point.
  - Change the playback policy among loop, single loop and random.



Broadcasting/Recording Status

## Checking the Broadcasting/Recording Status

Once you start recording or live streaming, the corresponding status symbols are displayed in the top of the UI window. When both streaming and recording are started, the left symbol provides the recording status and the right symbol, the streaming status. 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:

- Red recording text:** The remaining recording time is less than 10 minutes. It means that your

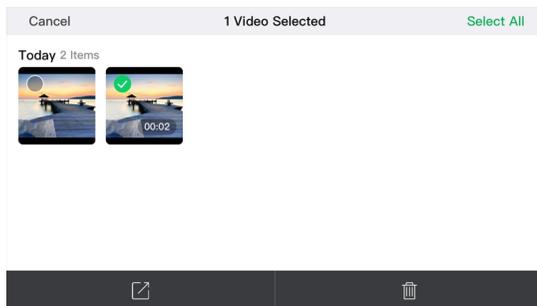
cellphone is running out of storage space. When the remaining recording time reaches 5 minutes, a warning will appear and the app will stop recording automatically in order to ensure streaming can continue and your current recording file will not be corrupted.

**Broadcasting status:**

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

# Album

The Album stores the screenshots you take or videos you record in [VidiMo Show](#). They are categorized into *All*, *Video*, and *Photo*, and sorted by time. In the album, you can share, manage, and preview the photos or video clips you have created.



Album

## Sharing or Deleting Video Clips & Photos

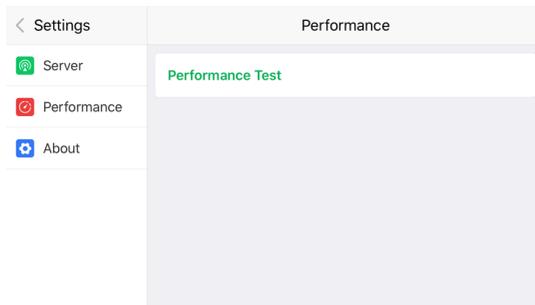
1. At the upper right corner of the Main UI, tap the Album button (the circle next to ).
2. In the album, tap *Select*, and then select some video clips and photos.
3. In the bottom bar, tap  to share or  to delete selected items.

## Previewing Video Clips & Photos

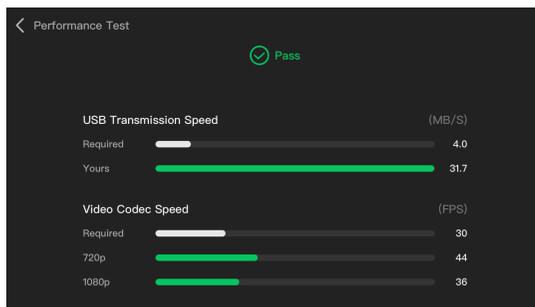
1. At the upper right corner of the Main UI, tap the Album button (the circle next to ).
2. In the album, tap a video clip or a photo to preview it in full screen.
3. While previewing, you can
  - Tap  or  in the upper right corner to share or delete the video or photo.
  - Tap the playback button to start or stop a video.

# Performance Test

The performance test is intended to measure the connection and bandwidth between your phone and [VidiMo Go](#), and your phone's video codec speed.



Performance page



Passed performance test

## Testing Performance

1. Connect your cellphone with [VidiMo Go](#) device and turn on [VidiMo Go](#).  
When the connection between the cellphone and [VidiMo Go](#) is successful, the PHONE indicator on the [VidiMo Go](#) is blue.

2. Start performance test.

At the upper left corner of the Main UI, tap  > *Settings* > *Performance* > *Performance Test* to start the performance test.

Once the test begins, it progresses in three steps:

- i. Test the USB transmission speed between cellphone and [VidiMo Go](#).  
This part tests the connectivity between the phone and [VidiMo Go](#). If you start the performance test without connecting your phone and [VidiMo Go](#), this part will be skipped.
  - ii. Test the video codec speed on a resolution of 1280x720.
  - iii. Test the video codec speed on a resolution of 1920x1080.
3. Check test result.
    - If the test is successful, the connectivity between your phone and [VidiMo Go](#) and the video codec performance of your phone meets requirements. You can use [VidiMo](#) on

the phone.

- If the test fails, it means that the performance of the phone does not meet the minimum requirements. In this case, you need to change to a more powerful phone.

## FAQs

### How to create a new scene

1. Tap  at the bottom right corner of the screen.
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 add source to the current scene

1. In the Main UI, tap  to open the Scene Editor.
2. In the Scene Editor, tap  on the left side.
3. Select a source type:
  - *HDMI Input*: a high-quality external signal from a professional camera, computer, game console, etc
  - *Cellphone Camera*: a camera signal from the cellphone itself
  - *Text*: Static annotations and crawling messages
  - *Picture or Logo*: a scene background, watermark, or brand logo
  - *Video Clip*: a video file that plays in the scene

## How to create graphic overlays

1. In the Main UI, tap  to open the *Graphic Overlay* window.
2. In the *Graphic Overlay* window, tap *New* and then select a predefined template.
3. (Optional) Tap  in the left list, and then select *Picture or Logo* to add an image, or select *Text* to add texts;
4. Modify text and image sources:
  - For text sources in the template, you can modify its content, style, background, and frame; for custom text sources, you can modify all its properties.
  - For image sources in the template, you can modify its frame and label; for custom image sources, you can modify all its properties.
5. Tap *Save*.

## How to configure YouTube/Twitch/Facebook Live server

### Adding YouTube Servers

1. Tap *Add Server* in the *Server* page, and then select *YouTube*.
2. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app 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 in VidiMo Show](#) .

3. Set the *Ingest Server*.  
You can select *Primary server (rtmp)*, *Primary server (rtmps)*, *Backup server (rtmp)*, or *Backup server (rtmps)*.
4. 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*.

- *Title* should be no more than 100 characters or 128 bytes long.
  - *Description* should be no more than 5000 characters long.
  - *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.
5. (Optional) Enable *Auto Stream*.
  6. Tap *Test* to test whether the previous configurations are working properly.
  7. Tap *Server* at the upper left corner to go back to the *Server* page.
  8. If you want to add more YouTube servers, repeat the above steps.

#### Adding Twitch Servers

1. Tap *Add Server* in the *Server* page, and then select *Twitch*.
2. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app to log into your account.
3. Set the *Ingest Server*.  
The system lists available servers. You can select a nearby server for an optimal network path.
4. (Optional) Enable *Auto Stream*.
5. Tap *Test* to test whether the previous configurations are working properly.
6. Tap *Server* at the upper left corner to go back to the *Server* page.
7. If you want to add more Twitch servers, repeat the above steps.

#### Adding Facebook Live Servers

1. Tap *Add Server* in the *Server* page, and then select *Facebook Live*.
2. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app to log into your account. After you log in successfully, the system automatically selects a server for you, which you cannot change.
3. 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.
4. (Optional) Set *Title* and *Description*.

*Title* supports a maximum of 255 bytes.

5. (Optional) Enable *Auto Stream*.
6. Tap *Test* to test whether the previous configurations are working properly.
7. Tap *Server* at the upper left corner to go back to the *Server* page.
8. If you want to add more Facebook Live servers, repeat the above steps.

### How to configure RTMP server

1. Obtain the RTMP address (URL) and stream key on a third-party live streaming platform.
2. Tap *Add Server* in the *Server* page, and then select *RTMP*.
3. In the server's configuration page, enter the *URL* and *Stream Key* of the RTMP server.
4. (Optional) Turn on *Authentication* if needed, and then enter your *User Name* and *Password* at the third-party live streaming platform.
5. Tap *Test* to test whether the previous configurations are working properly.

6. Tap *Server* at the upper left corner to go back to the *Server* page.
7. If you want to add more RTMP servers, repeat Step 1-6.

## How to import a resource from iCloud Drive on your iPhone

- iCloud Drive is not available on Android phones.
- Ensure your iOS version is 11 or later.

1. Ensure you have signed in to your iPhone using your Apple ID.  
If you have not signed in, you can follow the steps below:
  - i. Tap the *Settings* icon on your phone.
  - ii. Tap *Sign in to your iPhone* on the top of the *Settings* page.
  - iii. Enter your Apple ID and password, and tap *Sign in* at the upper right corner.
2. Ensure you have enabled iCloud Drive.  
To enable iCloud Drive:
  - i. Tap the *Settings* icon on your phone.
  - ii. Tap your Apple ID on the top of the *Settings* page.
  - iii. On the *Apple ID* page, tap *iCloud*.
  - iv. On the *iCloud* page, find *iCloud Drive* and switch it on.
3. Ensure that your iCloud Drive stores the resources you will use, like video clips, pictures, and songs.  
To add resources to iCloud Drive, see the section "How do I access my files in iCloud Drive?" on the [official website](#).

4. In [VidiMo Show](#), import a source from iCloud Drive.

You can import a *Video Clip*, *Picture or Logo* or music from iCloud Drive. The following uses importing a video clip as an example.

- i. In the Main UI, tap  to open the Scene Editor.
- ii. In the Scene Editor, tap  on the left side.
- iii. Tap *Video Clip*.
- iv. Tap *Locations*.  
This opens the file system page of iOS, where you can find apps or cloud drives managed by the Files App.
- v. Tap *Browse* at the bottom of the page.
- vi. Under *Locations*, tap *iCloud Drive*.
- vii. On the *iCloud Drive* page, tap the video clip you want.  
The video clip is then imported to [VidiMo Show](#).
  - If the video clip is on the cloud, indicated by a cloud icon on the upper right corner of the video clip thumbnail, the video clip is first downloaded and then imported to [VidiMo Show](#).
  - If the video clip is already downloaded, it is directly imported to [VidiMo Show](#).

When you import video clips, other resource types such as pictures and songs cannot be tapped, and vice versa.

## How to import a resource from Google Drive

For iPhone, ensure your iOS version is 11 or later.

1. Ensure you have installed the Google Drive app on your phone.

If you have not, download the app from your app store.

2. Ensure you have signed in to your Google Drive.

To sign in:

- i. Tap the Google Drive app on your phone to open it.

Opening the app will prompt you to sign in to Google Drive using your Google account.

- ii. On the *Sign in* page, enter your Google account.

If you do not have a Google account yet, tap *Create account* and follow the instructions to create your Google account and sign in.

3. In [VidiMo Show](#), import a resource from Google Drive.

You can import a *Video Clip*, *Picture or Logo* or music from Google Drive. The following uses importing a video clip as an example.

On iOS:

- i. In the Main UI, tap  to open the Scene Editor.

- ii. In the Scene Editor, tap  on the left side.

- iii. Tap *Video Clip*.

- iv. Tap *Locations*.

This opens the file system page of iOS, where you can find apps or cloud drives managed by the Files App.

- v. Tap *Browse* at the bottom of the page.

- vi. Under *Locations*, tap *Google Drive*.

- vii. On the *Google Drive* page, tap the video clip you want.

The video clip is then imported to [VidiMo Show](#).

When you import video clips, other resource types such as pictures and songs cannot be tapped, and vice versa.

**On Android:**

- i. In the Main UI, tap  to open the Scene Editor.
- ii. In the Scene Editor, tap  on the left side.
- iii. Tap *Video Clip*.
- iv. Tap the menu list icon on the upper left corner.
- v. In the *Open From* list, tap the Google Drive icon.
- vi. Tap *My Drive*, *Shared with me*, or *Starred*.
- vii. Tap a video clip you want.  
The video clip is then imported to [VidiMo Show](#).

When you import video clips, other resource types such as pictures and songs cannot be tapped, and vice versa.

### Why can't I log in to my YouTube account in VidiMo Show

In [VidiMo Show](#), when you tap *Log in* and follow the instructions to log in to your YouTube account, your log in 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 [VidiMo Show](#) 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 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. Also, if you use a bitrate too high on your phone, it might cause your phone overheating.

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

You can get your upload speed at <https://www.speedtest.net/> or <https://speedof.me/>. Your upload speed is a speed in theory and you should generally keep your bitrate lower than it. Generally, it is recommended to have 35% to 40% of your bandwidth reserved for overhead.

If your upload speed and phone performance 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. If your phone performance is limited, you may have to choose a relatively low bitrate and frame rate.

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 sample rate**

A higher audio sample rate produces more accurate sound. The commonly used sample rates for streaming are 44.1khz and 48khz.

### **Profile**

H.264 profiles determine the H.264 features that can be enabled for an encoder to encode streams. Profiles ensure compatibility between devices that have different decoding capabilities.

*High Profile* is the optimal option for both 1920x1080 and 1280x720, which can yield good visual effects. However, when your device performance is relatively low, you might opt for *Main Profile* or *Baseline Profile*.

### **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. ABR is the middle ground where you want the efficiency and quality of VBR and predictability of CBR.

Generally, it is recommended to use VBR for encoding.

## Phone heating up when running VidiMo

### Causes for phone heating up

Phones can get hot. It can occur when you are using applications that stretch the phones resources, ie. playing video games or watching videos for a long period of time.

The power supply from the battery, processor, and phone display can all generate heat. The heating can be exacerbated by ways you use your phone, such as:

- Under hot weather or bad ventilation
- Use apps or functions that are power-consuming, such as large scale games, video playback, and prolonged calls
- Run any apps running in the background, such as social apps, shopping apps, and location services
- Use the phone while charging it
- Poor network conditions, which will increase phone power consumption
- Phone case prevents the heat from escaping
- Use a phone for a prolonged period

### Phone heating when running VidiMo

VidiMo is a power consuming application. When there are more than one video source (such as Camera + Video clip) in the same scene, streaming and recording can result in high processor load, causing the phone temperature to shoot up in a short period. After running VidiMo for a long period, the heating will become more obvious.

A series of measures have been taken for VidiMo to help control phone heating up:

- The performance of VidiMo has been optimized in terms of video capture, mixing, encoding, and display, so as to decrease power consumption, hence reducing heat generation.
- VidiMo recommends encoding formats based on phone performance, which help prevent phones from overload. Using the recommended format can effectively avoid overheating problems.

### Measures you can take to reduce phone heating when using [VidiMo](#)

The following measures are highly recommended to help control phone heating when using [VidiMo](#):

- Use a high-performance phone if possible.  
Before using [VidiMo](#) for video production and streaming, check whether your phone can support your target encoding formats. If not, you are advised to upgrade to a higher-performance phone or choose less-demanding encoding formats.
- Use the encoding formats (resolution, frame rate, bitrate, etc) recommended by [VidiMo](#) for streaming. If you force higher-gear encoding formats on your phone, it probably will cause your phone heating up excessively.
- Ensure a stable network connection. Unstable connection will markedly increase power consumption. When your mobile network connection is not stable, you can try a wired Ethernet connection. When Wi-Fi is not in use, disable it. Otherwise your phone will be burdened with having to scan for Wi-Fi continuously, causing unnecessary power consumption.
- Close unwanted apps running in the background, such as the location services
- Reduce the phone screen brightness to lower battery usage.
- Avoid using your phone for a long time in hot environment, such as outdoors in summer.
- Avoid using your phone while charging it. Fully charge your phone before using [VidiMo](#) for streaming and recording.
- Remove the plastic case if any from your phone to help heat escaping.

# Glossary and Abbreviations

## 4K

4K resolution refers to a horizontal display resolution of approximately 4,000 pixels. Digital television and digital cinematography commonly use several different 4K resolutions. In television and consumer media,  $3840 \times 2160$  (4K UHD) is the dominant 4K standard, whereas the movie projection industry uses  $4096 \times 2160$  (DCI 4K).

## Deinterlace

Deinterlacing is the process of converting interlaced video into a non-interlaced or progressive form.

## 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 overlay, namely text and graphics displayed in a live stream over the actual content (such as game or video).

## HDMI

High-Definition Multimedia Interface

## VidiMo

A video production and transmission product that can be used while moving around, making you the video director on mobile (hence VidiMo). It brings an HDMI source into your phone and combines it with your phone's camera and other sources. This product comprises VidiMo Go (the hardware) and VidiMo Show (the software).

## VidiMo Go

The hardware part of VidiMo. It captures an HDMI source and brings it to VidiMo Show on your phone. It is also designed in ways that can easily mount your phone and dedicated camera.

## VidiMo Show

The software part of VidiMo. It is a video creation, processing, preview, and streaming/recording software that can be used on both iOS and Android phones.