

Quickstart

MultiSource-WebCast PRO/Lite/Demo

This tutorial deals with the basic functions of all versions of MultiSource-WebCast (**Demo**, **Lite** und **PRO**). When a function is being described which is only available in the **Pro** version, this will be made clear during the tutorial.

With MultiSource-WebCast you can prepare and produce sophisticated webcasts in just a few minutes by using pre-defined templates to control the content and order of events.

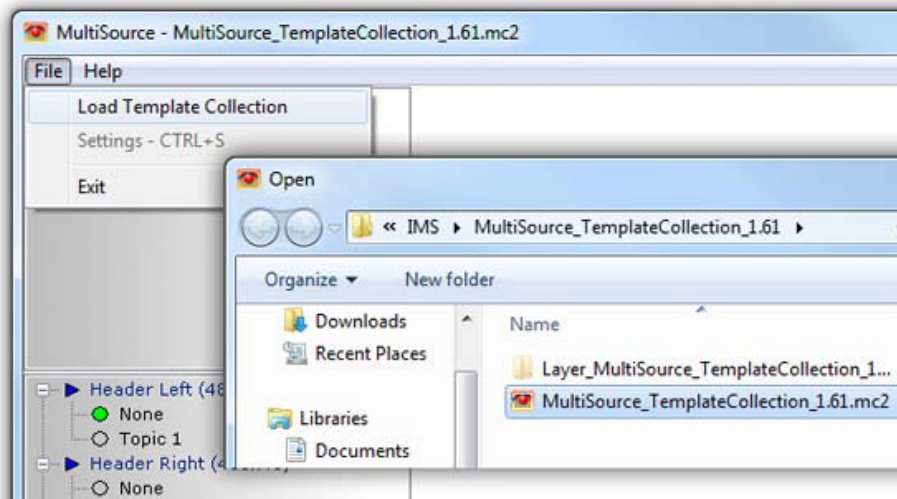


If you don't already have your MultiSource-WebCast software. You can download a demo version [here](#).

01 - Getting Started

Install MultiSource on a Windows PC and create a shortcut for your desktop. Unpack the "MultiSource - Template Collection" file to a folder of your choice. MultiSource will automatically save the content and settings of each project to the folder where the templates are situated. It is therefore a good idea to start each new project in a new folder, which contains copies of the original templates.

Click on the MultiSource shortcut icon to open the program. Load the templates by navigating with *File -> Load Template Collection* to the folder where you unpacked the templates and open the ".mc2" file.



The Template Collection should now be listed in the Control Panel on the left.

02 - Control Panel

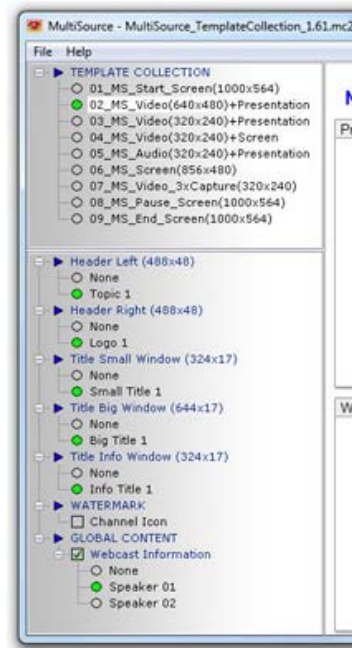
The MultiSource user interface is divided into two main areas.

On the left is the "Control Panel" where you can choose the template and media content currently being shown. At the top of the panel you can see a list of the templates contained in the collection which you opened. All versions of the software are delivered with a default template collection with various designs to get you up and running as soon as possible.

The **Pro** version of MultiSource is shipped with its own on-board template design tool DESIGN-CONTROL, which enables you to create your own individual template collections - as many as you want, with your own designs, layers and choice of content.

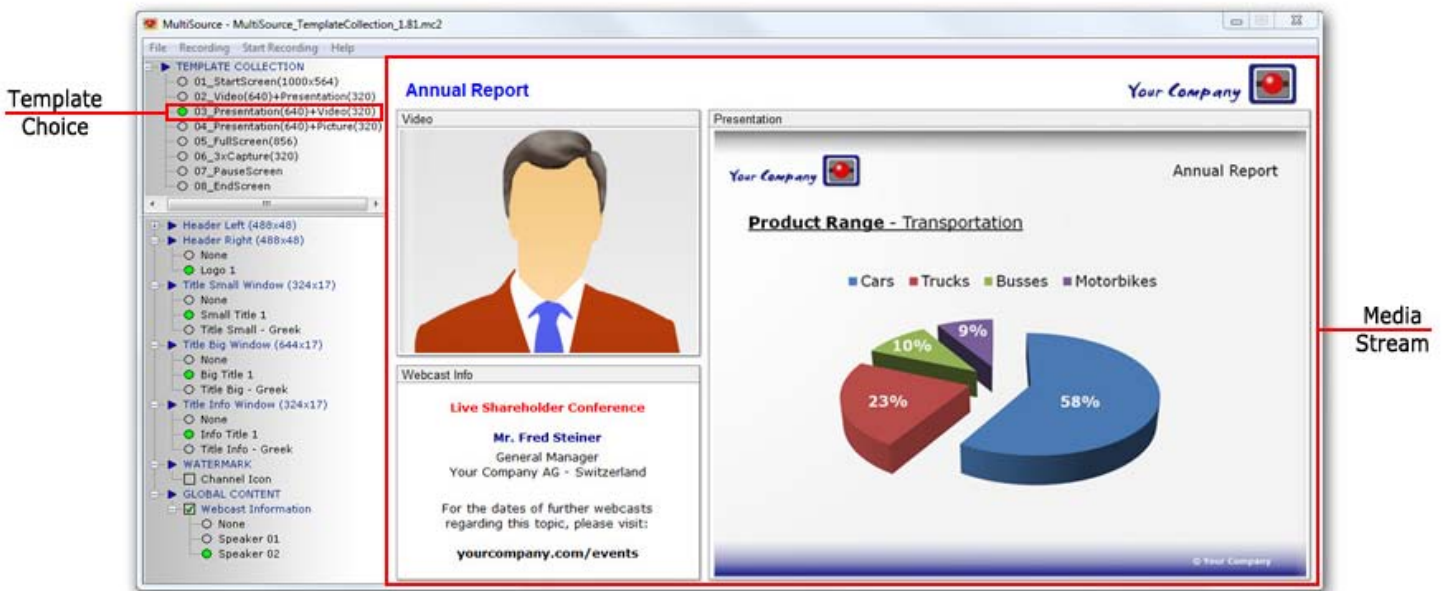
You can steer the webcast and toggle between templates by clicking on the template names. With just a few mouse clicks you can control the order of events, media content and information included in your webcast.

The lower part of the column contains a listing of the pre-defined layers where you can control the design and content of each individual template.



03 - Media Stream

To the right of the Control Panel is the window containing the stream. This is what is being streamed, i.e. what the end user is seeing.



The software works on the principle of WYSIWYG (what you see is what you get). This means that the MultiSource program window must always be open and fully visible, and may not be minimized to the taskbar while streaming. MultiSource must always be the "foreground" window and has been programmed accordingly. Anything on top of the stream window will also be streamed, so make sure that other windows, mouse arrows and similar unwanted obstacles are kept outside! As a single monitor screen can be quickly filled by large templates and 3rd party encoding software, we recommend using two monitors when streaming or recording a webcast.

Lets now take a closer look at the default template, and see how you can make alterations to meet your needs. The second template in the list is a good example to start with. So click on template 2 to activate it.

04 - Settings

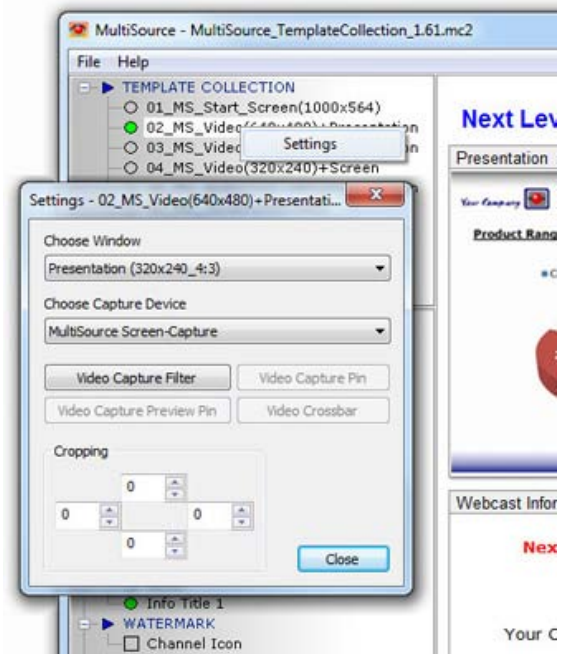
Content in a MultiSource template can take many forms. In template 2 we have, for example, two windows which are capable of showing the signal from capture devices. These windows are called "Media Tracks". Here you can display content from almost any media source by going to the settings window under *File -> Settings* (or right click on the *template name -> Settings*) to choose a capture source for each of the media capture windows.

In the drop down menus you can assign a capture source to each of the capture windows in the template. The "Choose Capture Device" drop down lists all the capture devices, internal and external, which are available on your computer. For

example web cams, DV cameras, VGA capture cards with which you can import audio/video signals from external sources such as other PC monitor screens video projection beamers etc. This list also contains the item "MultiSource Screen-Capture", an extra tool for capturing your own monitor screen or one of the open windows on your desktop. In the settings menu you can also adjust the parameters for each capture source hardware and/or signal. If you have chosen the MultiSource Screen-Capture option, you have extensive control over which of your monitors or open windows should be imported into the template window for streaming.

The "Cropping" function is very useful for getting rid of any black lines which may form an unwanted border in the Media Track window in the template.

In this way you can pre-assign capture sources to the media capture windows in each of the templates in the template collection list.



05 – Ways to include presentations

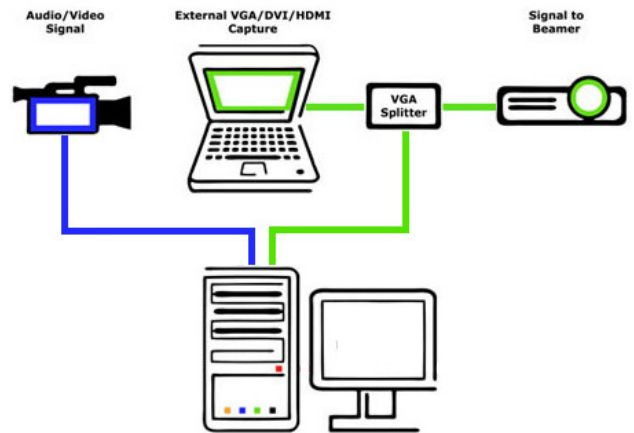
There are two basic scenarios for including a presentation in a Media Track. These scenarios can, of course, be combined within one webcast.

a) Capturing an external VGA/RGB signal.

A typical scenario in this case would be a live presentation or seminar. A presenter is being filmed by a video camera while a PowerPoint slide show or software demonstration is being shown on his external presentation laptop screen to the audience. The VGA signal from his laptop can be splitted before going to the beamer. The splitted signal is then imported to your production computer in another part of the room/hall/arena through your VGA capture card or box. The video camera signal can also be imported to your computer, either over a capture card or by direct input (Firewire cable etc.).

These signals are recognized by the MultiSource software as capture devices and can be assigned in the Settings menu to Media Track windows in the templates as desired.

It is very important to ensure that the dimensions of the source signal match the actual size of the Media Track window in the template to which you have assigned the signal. If, for example, the Media Track window measures 640 x 480px, the dimensions of the incoming signal must be adjusted in the Capture Device Settings to match this size.

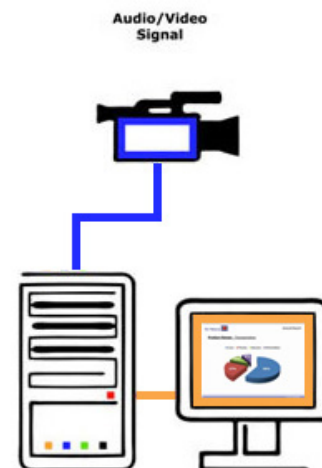


b) Capturing an internal VGA/RGB signal

A typical scenario here would be a presentation which you are broadcasting yourself. You are using a webcam and microphone headset, and have a PowerPoint presentation or software demonstration open on your second monitor screen. For your presentation, you choose one of the other Media Track windows and assign "MultiSource Screen-Capture" as capture device. In the MultiSource Screen-Capture Video Capture settings you then choose "secondary monitor" in the options menu.

As mentioned previously, "MultiSource Screen-Capture" can show any of the open windows on your monitor. The "Video Capture Settings" window also offers the possibility to define an exact area of your screen for capturing, or you can drag the "Find Window" target icon over your screen to find an exact window segment which you want to stream.

You can, of course, combine external and internal devices in your webcast as you wish. Whether you are using external or internal capture signals, or a mixture of both, MultiSource ensures that all media content, even multiple videos, is perfectly synchronized in your webcast. PowerPoint presentations, software demonstrations etc. are captured and streamed exactly with no loss of quality and with full functionality, effects and animations.



6) - Using further templates in the default collection

You can use templates 3 and 4 to pre-assign different camera/presentation/capture configurations to enable a quick change of templates during the webcast as and when necessary.

In template 5 the small Media Track window has been replaced with a static picture. This could be a photo of the presenter of a web seminar where no video camera signal is available or wanted.

Template 6 contains only one large Media Track window. This is useful should it be necessary during the webcast to have an enlarged view of one of the capture sources.

In template 7 you can see how MultiSource really is the "Next Level of Webcasts"! Here, for example, we have three Media Track windows. This template can capture three different media sources and broadcast them as one fully synchronized live stream.

As in the other templates, we can see information boxes with various text content. Lets now take a closer look at them.

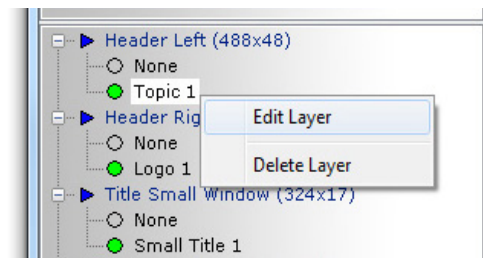
7) - Template Content

The lower section of the Control Panel contains the controls for the remaining template content: Design Content, Watermark and Global Content.

a) Design Content. These fields belong to the overall design of your template and usually remain unchanged during the webcast.

Design Content fields can be created with the template design tool DESIGN-CONTROL which is included in the Pro Version of MultiSource. In these fields are "Layers" which can contain text, photos or graphics.

The default template collection is already populated with Design Content Fields and layers. You can alter the layer content by right clicking on the layer name, and create a new layer by right clicking on the field name. New Design Content fields can only be created in the Pro Version. You can choose which particular layer you want shown by clicking on the layer name. The radio button will change to green. If you don't want any of the layers in a field to be shown, click on "none" or delete the layers completely.



The Content Fields in the default template collection offer extensive possibilities to alter the look of the templates according to your individual taste or company CI. Feel free to add your own company logo, or change the window titles to another language. A preview of the design and content of each layer is shown when hovering over that particular layer name with your mouse. This function can be enabled/disabled by right clicking on any layer name.

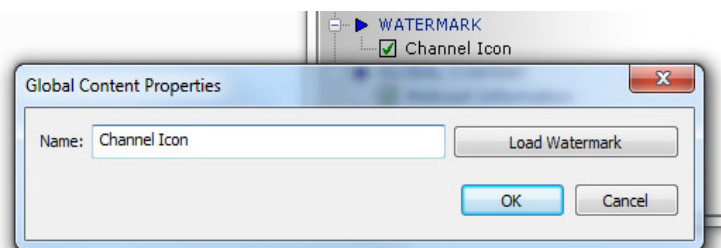
The templates 1(Preplay), 8(Pause) and 9(Postplay) have been equipped with an extra "Footer" Design Field for adding important messages during the webcast.

Please experiment with the design and content of these layers, you will soon see how flexible and useful they are!

b) Watermark. This can be included in the template as desired.

This function is only available in the **Pro** version. Whereas the Design Content layers cannot be re-positioned, the Watermark layer can be positioned freely anywhere on the template. The Watermark layer is designed primarily to accommodate the need for an overlay graphic, such as a broadcaster identification or copyright notice. As such graphics usually contain transparency, only .PNG files can be opened in a Watermark layer.

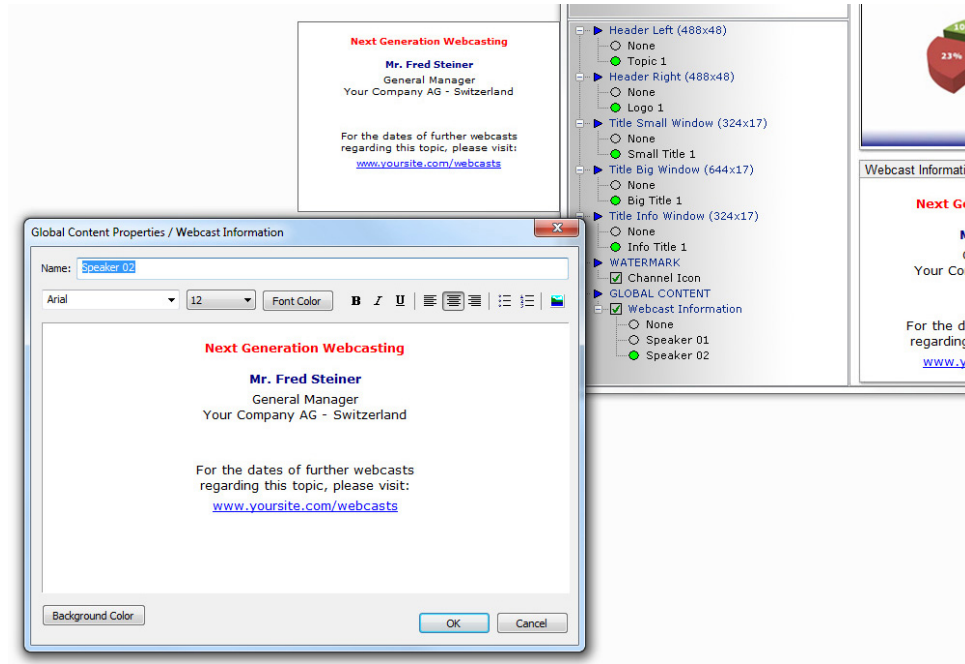
Right click on *Watermark* -> *New Watermark*, give it a name and load the graphic. The Watermark now appears with a green border in the middle of the template. You can now use the mouse to drag the Watermark to its correct position. Should you have a template where the Watermark should be shown in a different position, simply create a new Watermark Layer and only have it activated on that particular template. On the other templates you can have its checkbox deactivated.



Theoretically, each template could have a different Watermark in a different position.

c) Global Content. Created once to be made immediately available in each template.

These are special content fields which you only need to create and populate once. They will then be available in every template in the collection. Global content layers, such as speaker names or webcast information, which you have activated in one template, will automatically become visible in every other template which you change to. We have included a pre-defined Global Content Field in the default Template Collection for the "Webcast Information" layer. By right clicking on the layer name you can edit, delete or create layers.



Further Global Content Fields can be created in the **Pro** version of MultiSource. To create a new Global Content Field right click on Global Content then on "new Global Content field", give it a name and define its size by holding down the left mouse button and pulling. The new field can now be positioned as desired. Right click on the field name to create a new layer. Click on "new layer", give it a name, enter a text or graphic and click OK. This Global Layer will now be available in this position on every template. In templates where this global layer should not be shown, it can be deactivated by unchecking the box in the Global Content menu.

8) - Final steps

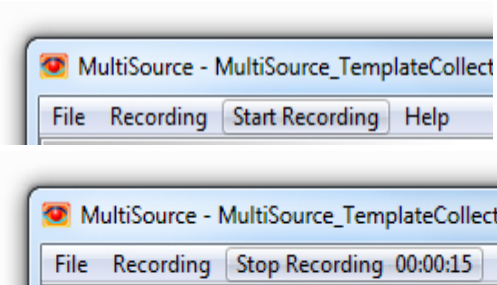
When you are finished designing and creating all your template layers, it is a good idea to go through the sequence of events which you will follow during your webcast. Go to each template and collapse or expand the various items in the Template Content listings as you would like to have them when opening the template during the webcast. MultiSource automatically saves this configuration and, when you are later producing your webcast, you will find the template content displayed in the way which you left it.

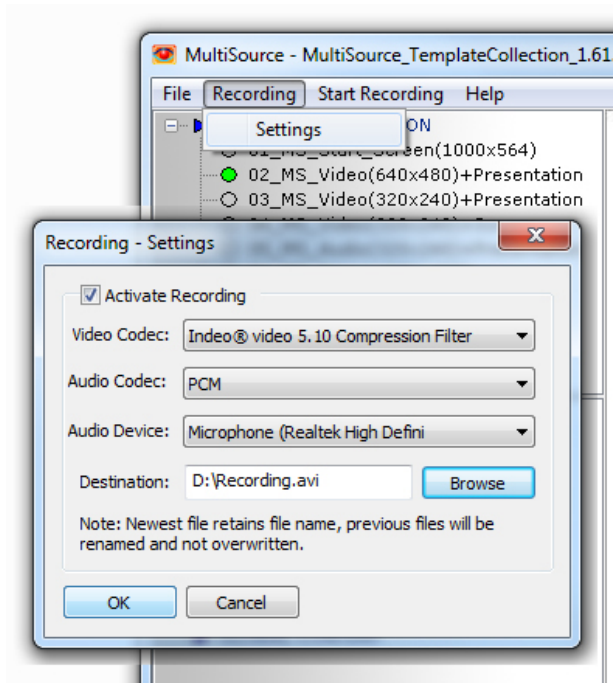
9) - Live Streaming and Live Recording

a) Live Recording with the MultiSource-Recording Function

MultiSource is equipped with an on-board recording function. Click on *Recording* -> *Settings* to open the settings window. Click on the Activate Recording checkbox. In the three drop-down menus you will find all the audio/video codecs and audio devices which are available on your computer.

Choose a file name and destination for your recording. Please note that the setting "Uncompressed" produces very large files which require a great deal of storage space on your hard drive. Click on "OK" to close the settings window. To commence recording click on the "Start Recording" button. This will now change to a button with which you can stop the recording process. You can also see the length of the recording





You can stop and start recording as often as you wish. Previous recording file names will be automatically renamed by adding a numerical supplement (_001, _002, _003 etc.) Existing files will not be overwritten.

b) Live Streaming and Live Recording with 3rd Party encoding software

To broadcast your webcast you will need a live media encoder software. Most live encoders are also able to record while encoding and streaming, or can simply be used for recording while encoding. These programs offer various streaming formats with extensive settings options.

The MultiSource video signal can be recognized by every popular encoding tool as a capture device. You can begin and end your webcast by using the start/stop controls in the encoder.

If you do not already have such encoding software, we can recommend two freeware products:

For streaming in Flash format you can use the Adobe Flash Live Encoder, and for streaming in Windows Media format you can use the Windows Media Encoder. Both of these encoders can be found at the [Download Page](#) on our web site.

We have prepared a detailed video tutorial of how to use the Flash Media Encoder to stream and/or record your MultiSource webcast. The video can be seen [here](#).

10) - Helpdesk and Support

Further information and video tutorials can be found at our [Helpdesk](#). Should you have any questions, send us an [email](#) or give us a call. Our support team will be happy to help.

We hope you enjoy using our software, and wish you success with your webcasts!