# LIVE GAMER MINI

## RECentral & StreamEngine Settings

### (No CPU Loading – Hardware Encoding)

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Live Gamer MINI

# AVerMedia Assist Central

AVerMedia Assist central was released in the effort to make downloading all the required software, drivers or plug-ins that are available for our different product lines easier.

All you need to do is download the file from any of the capture cards "DOWNLOAD" section, you will find in under the "Download Manager" tab.



Assist Central will automatically detect any AVerMedia video capture device, webcam or headset connected to your system and it will display all the available items for that specific product.

Select the ones you want to download or deselect the ones you don't want and click on download. **For the LGM we suggest you download and install both RECentral v4 and StreamEngine v2, to get the most out of this device.**
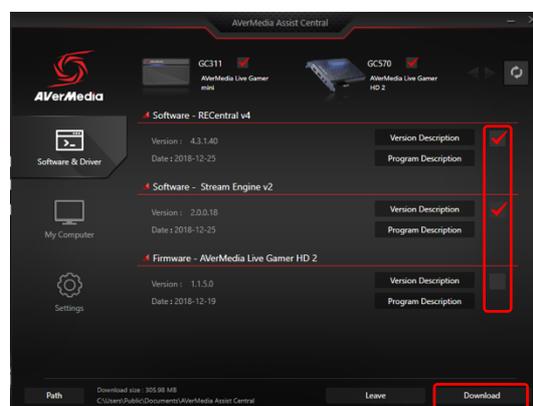
Once you have downloaded and install RECentral and AVerMedia StreamEngine it will create shortcuts on your desktop.

RECentral is and app itself you can go ahead and open it from the shortcut.

Since **AVerMedia StreamEngine is a plugin this shortcut will require you to open a 3rd party software to be able to use it**. The AVerMedia Engine shortcut is just for your convenience to access StreamEngine *once you have opened your third-party software*.

# RECentral No CPU Loading Settings

## Single Mode Recording (No CPU Loading)

The LGM has an integrated hardware encoder. To fully utilize this feature in RECentral you will need use "Single Mode".

It will allow you to record gameplay directly from the console without using CPU at all. Note that in this mode you won't be able to add overlays of any kind (pics, webcams, webpages, etc.) or audio other than the consoles audio.

There are some things you need to take note of:

1. Consoles RGB range needs to set to "Limited Range"
2. Recording quality must be kept on "Optimal". (1080p60@20Mbps)

Once you've made sure of these two things just press "REC" button to start recording.
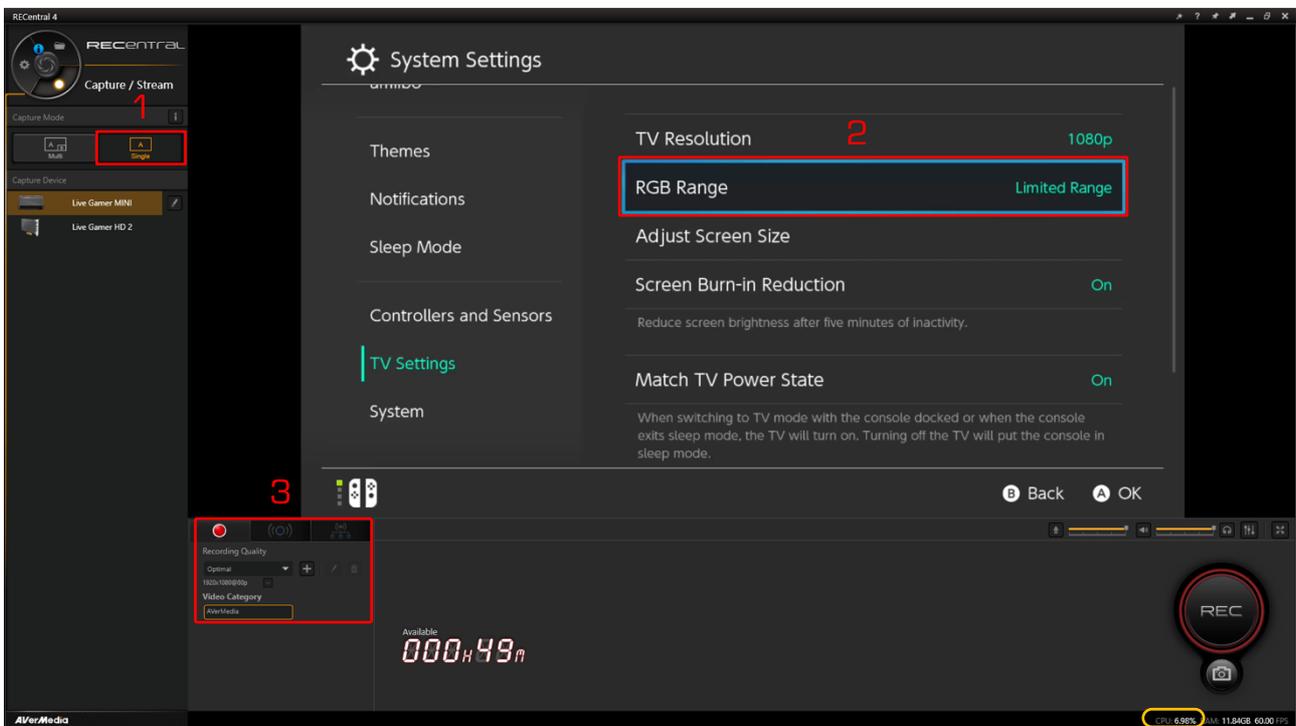
# AVerMedia StreamEngine (3rd Party Software plug-in)

To make your experience more pleasant while using 3rd party software and with some extra features we have developed AVerMedia StreamEngine (ASE).

ASE will give you more control over the LGM while using 3rd party software, it will automatically add audio and keep it sync and allow you to **record your game play with virtually NO extra loading to your CPU**. Keep in mind this is a plug-in, so you need to have your streaming software open to be able to use it.

Before setting up your 3rd party software (OBS, Streamlabs OBS, Xsplit…) let's get familiar with its interface and functions.

## Video Backup Tab
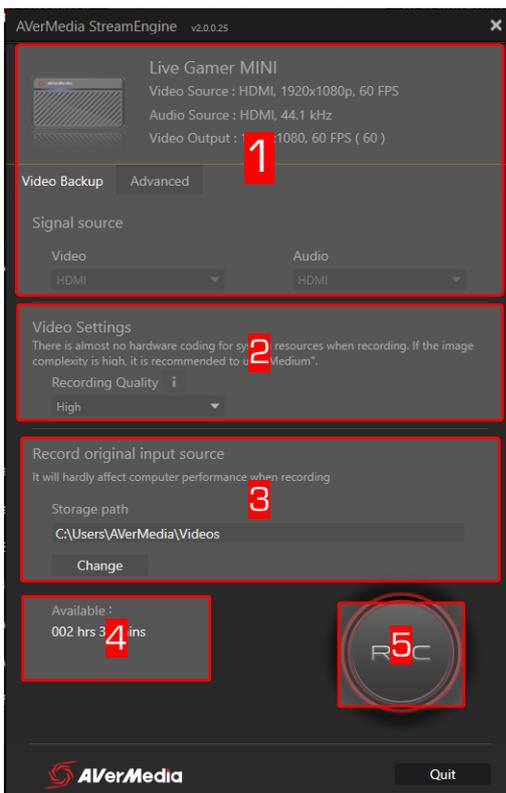


1. **Overall signal source information**.

2. **Recording video settings:** You can choose from three video qualities high, medium, low. The preset video bitrates will depend on the resolution you want to record at.

3. **Storage path:** Choose which folder you want to save your original video content to. By "original content" we mean only the video source connected to the LGM any extra overlays, images, or audio won't be recorded.

4. **Available time:** The amount of time you can record according to the video settings you choose.

5. **REC:** Once you press the REC button it will AVerMedia StreamEngine will start recording your original video content without adding extra loading to your CPU.

## Advance Tab
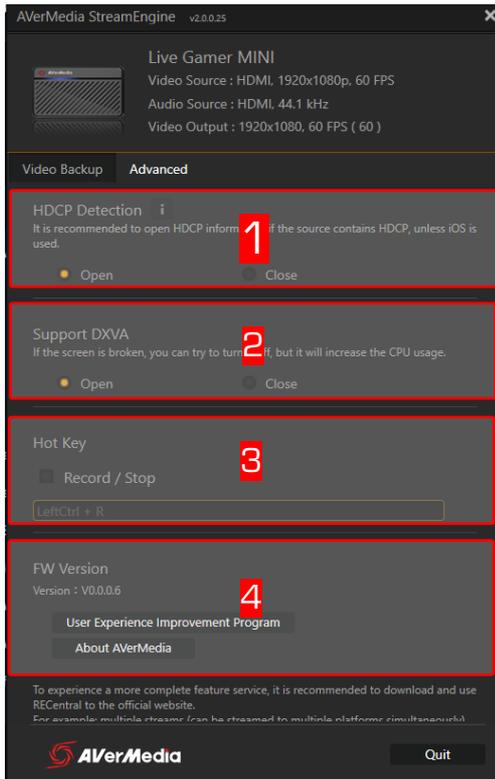


1. **HDCP Detection:** this selection will allow you to record iOS devices.

2. **Support DXVA:** This allows the preview decoding load to be offloaded to the GPU so the CPU can be used for other tasks. If you are having some issues with the video preview try turning this off.

3. **Hot Key:** You will be able to set a hot key combination to seamlessly start and stop recording from AVerMedia StreamEngine.

4. **Miscellaneous:** Find information on FW version, choose to opt out our user experience program, and also link to visit our website.

# Record with AVerMedia StreamEngine (No CPU Loading)

## How to setup 3rd party software (Streamlabs OBS)

Before setting up your LGM using 3rd party software please make sure you have downloaded and installed AVerMedia StreamEngine. (See section AVerMedia Assist Central).

**AVerMedia StreamEngine is a plugin it requires you to open a 3rd party software to be able to use it.**

For this example, we will be using Streamlabs OBS. Basically to access AVerMedia StreamEngine on other platforms the steps will be pretty similar, you will need to access the LGM device setting menu from that specific software.
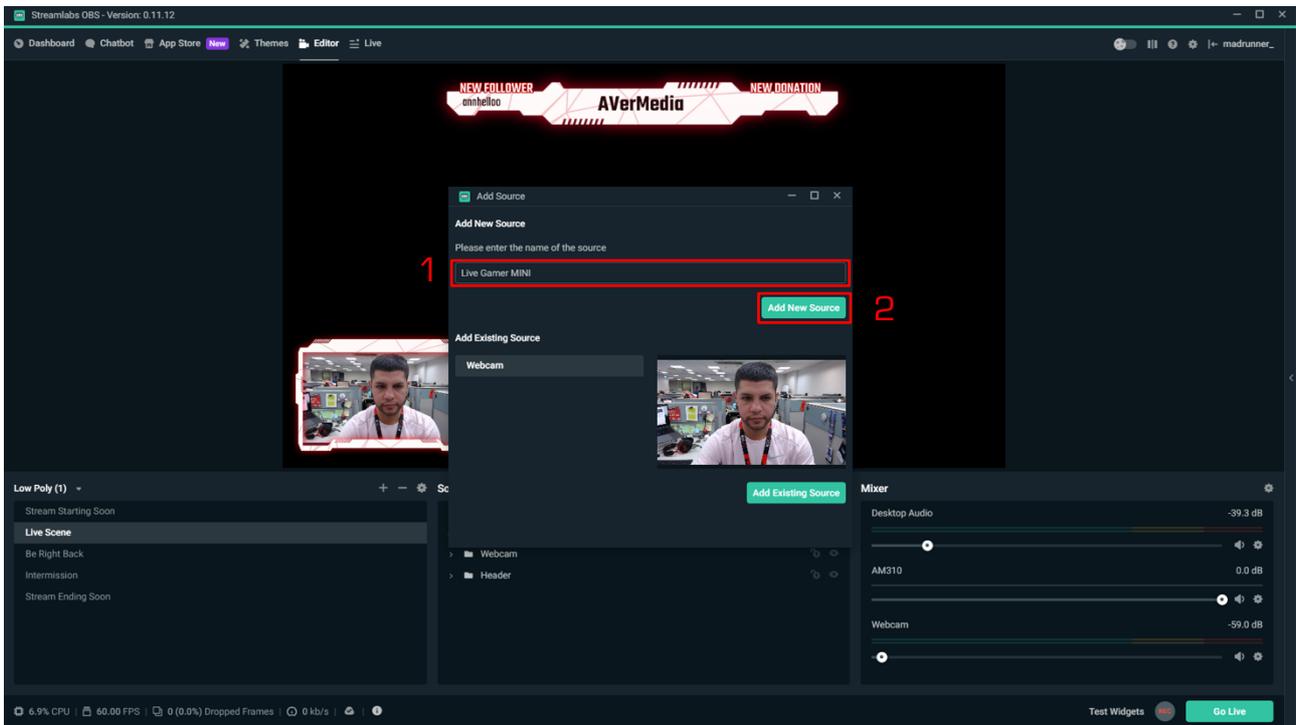
First you will need to add a video source to your editor. Do so by clicking on the "+" sign to bring out the add source menu.
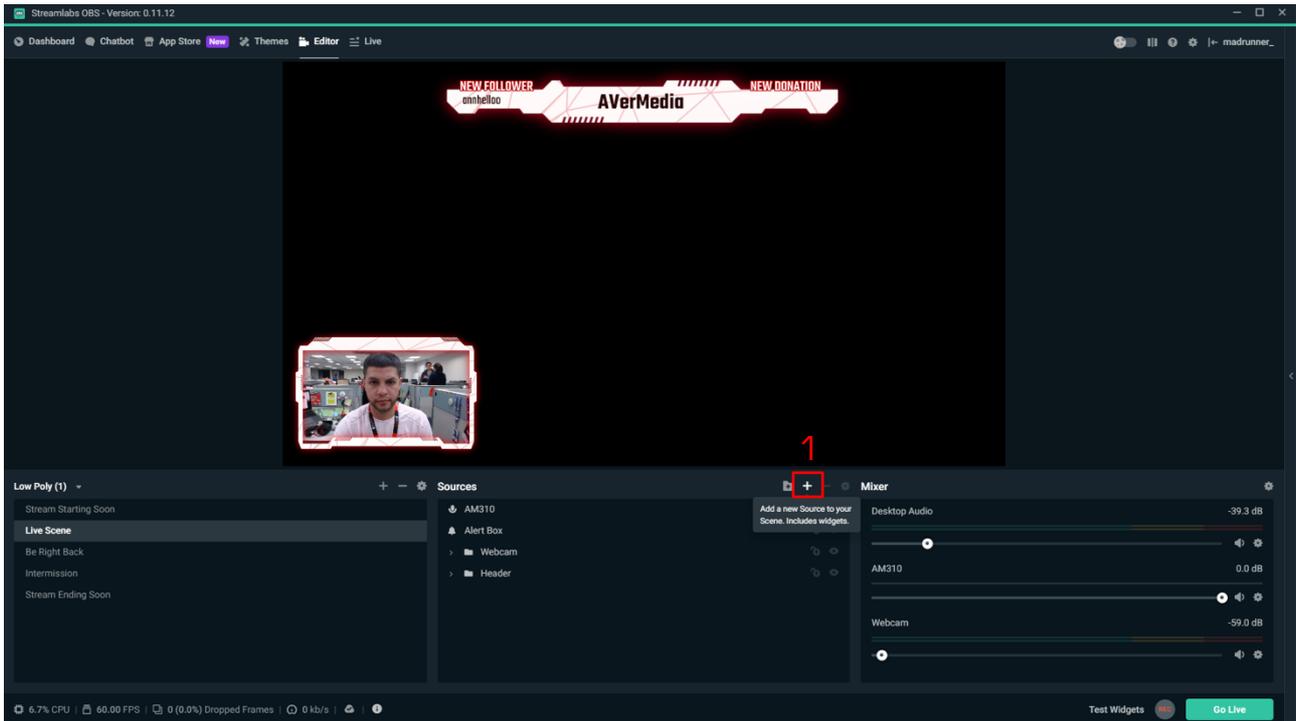


From the add source menu, select "Video Capture Device" and then click add source.
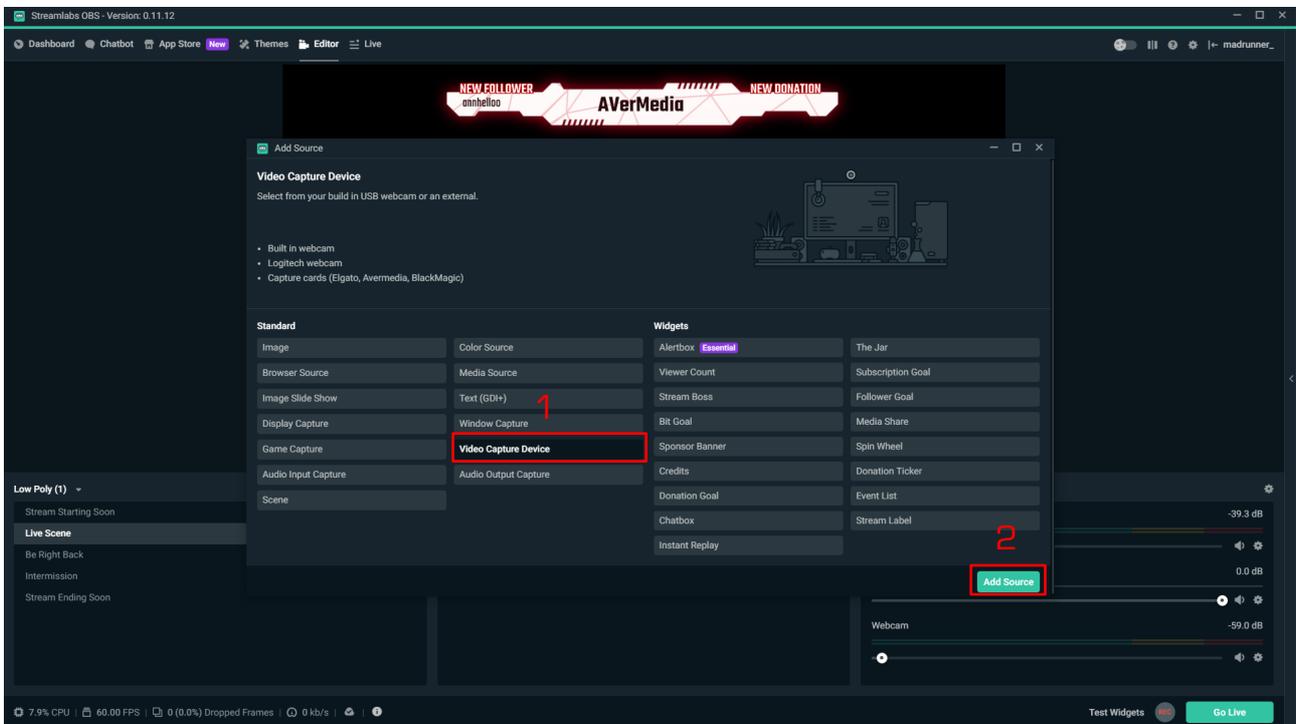
You can go ahead and change the name of the device, for better management.

Then click on the "Add New Source" button.



From the device dropdown menu, you need to select **"AVerMedia StreamEngine –
Live Gamer MINI 1".** To access the AVerMedia StreamEngine from here, click on
the "Configure Video" button.
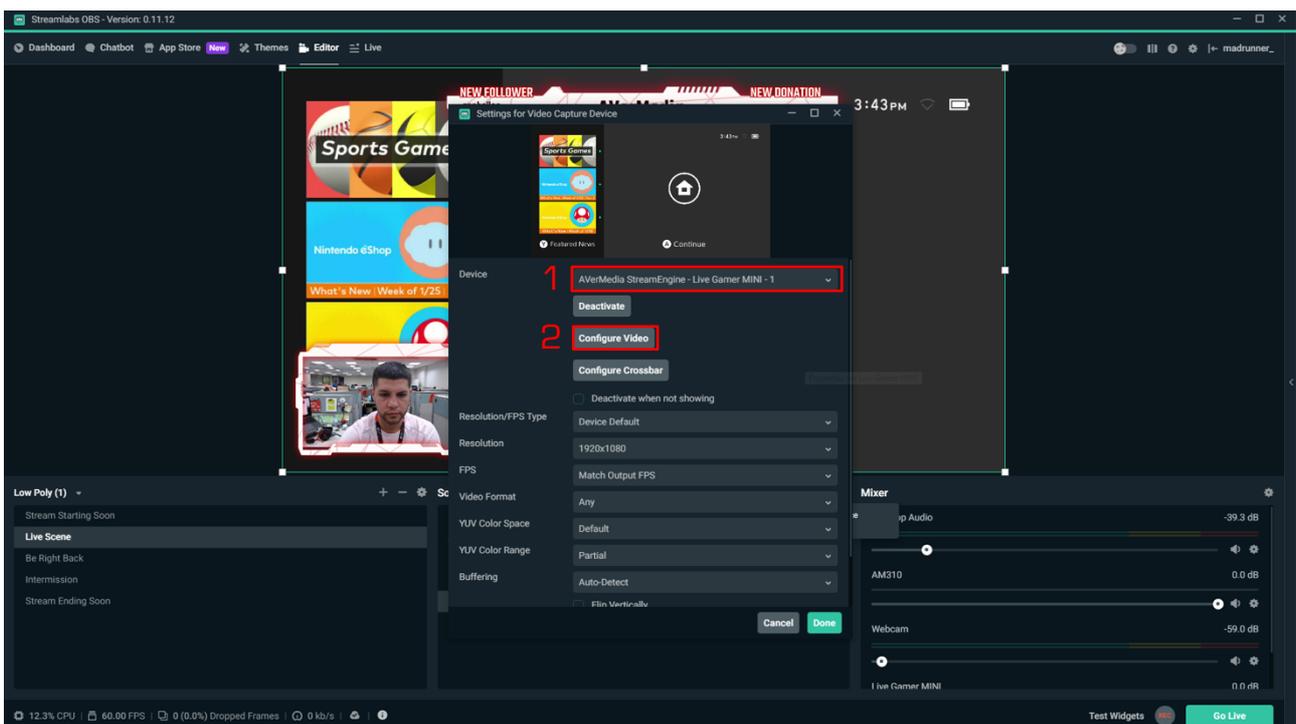
You can check video output information or make other changes you want to and start recording by pressing the REC button or by setting a hot key combination. (Refer to AVerMedia StreamEngine section.)
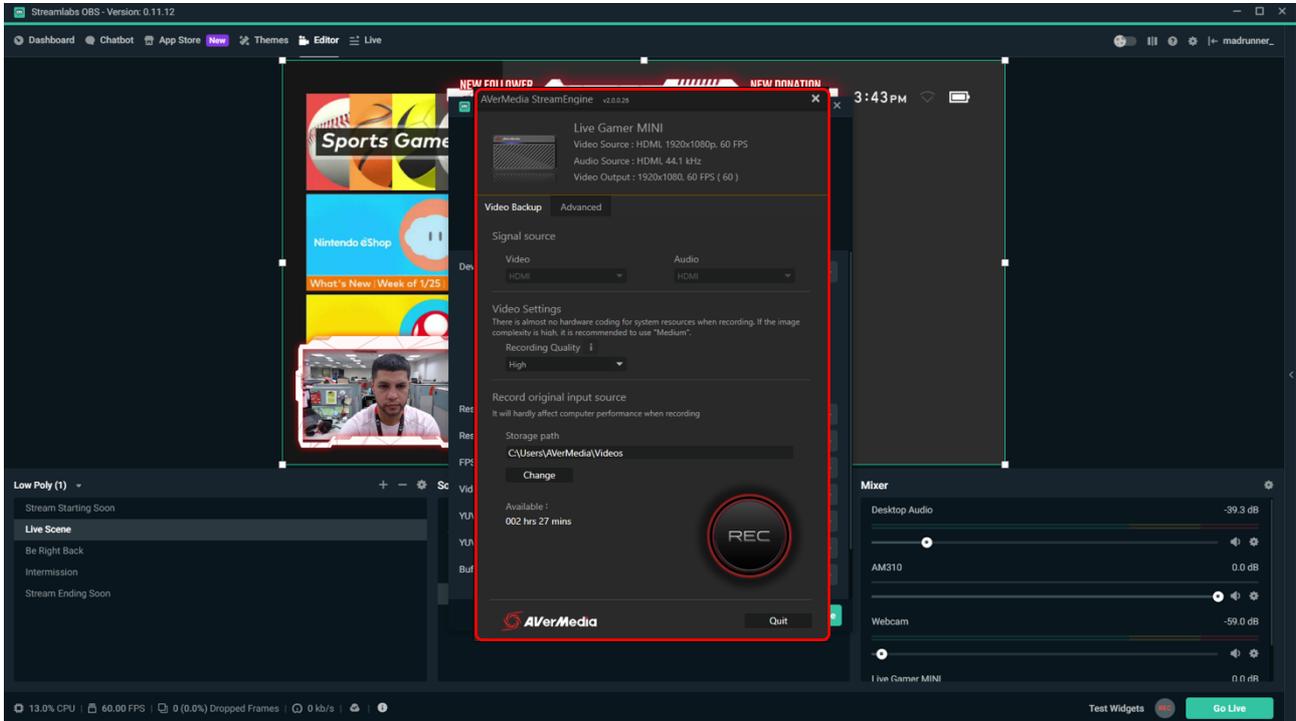


You can change the video output resolution for your original video backup that will be recorded by the StreamEngine. Go back to "Settings for Video Capture Device" screen, change "Resolution/FPS Type" selection to "Custom" and the "Resolution" Selection to the one you would want to record, this goes for the FPS as well.
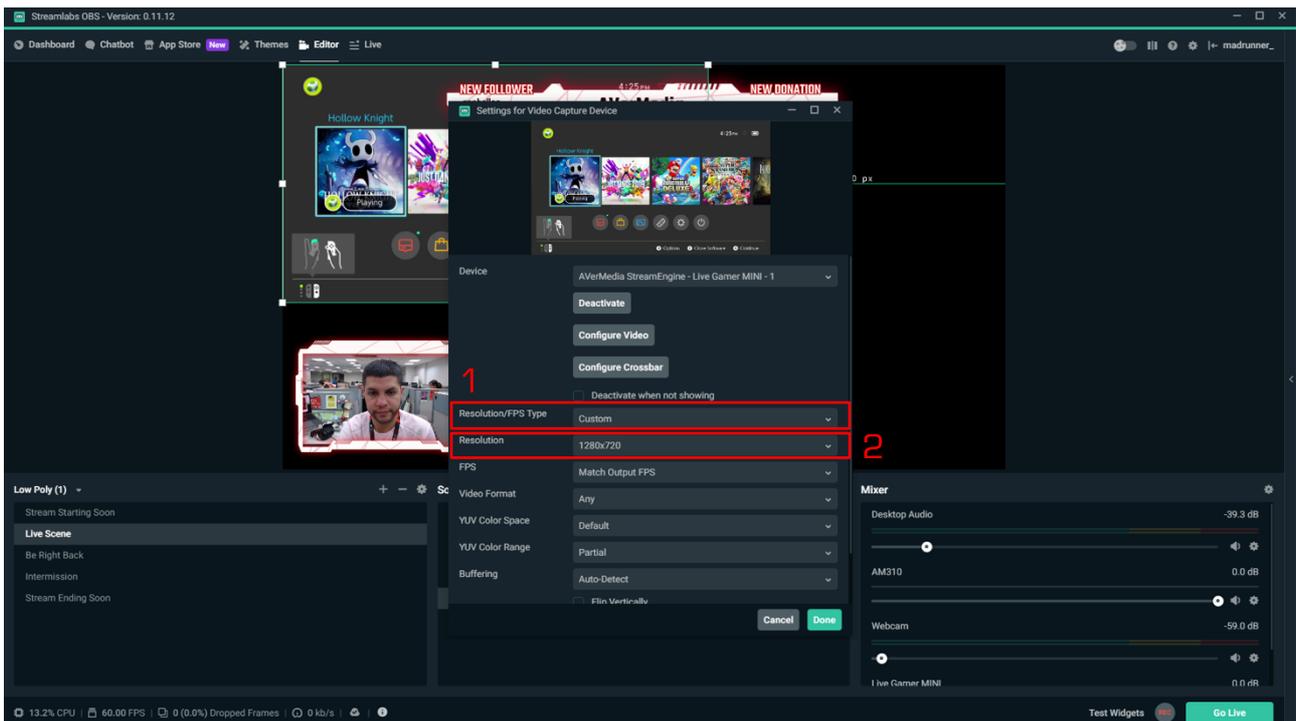
If you want to make sure that the resolution was successfully changed, go into AVerMedia StreamEngine and look at the video output information.
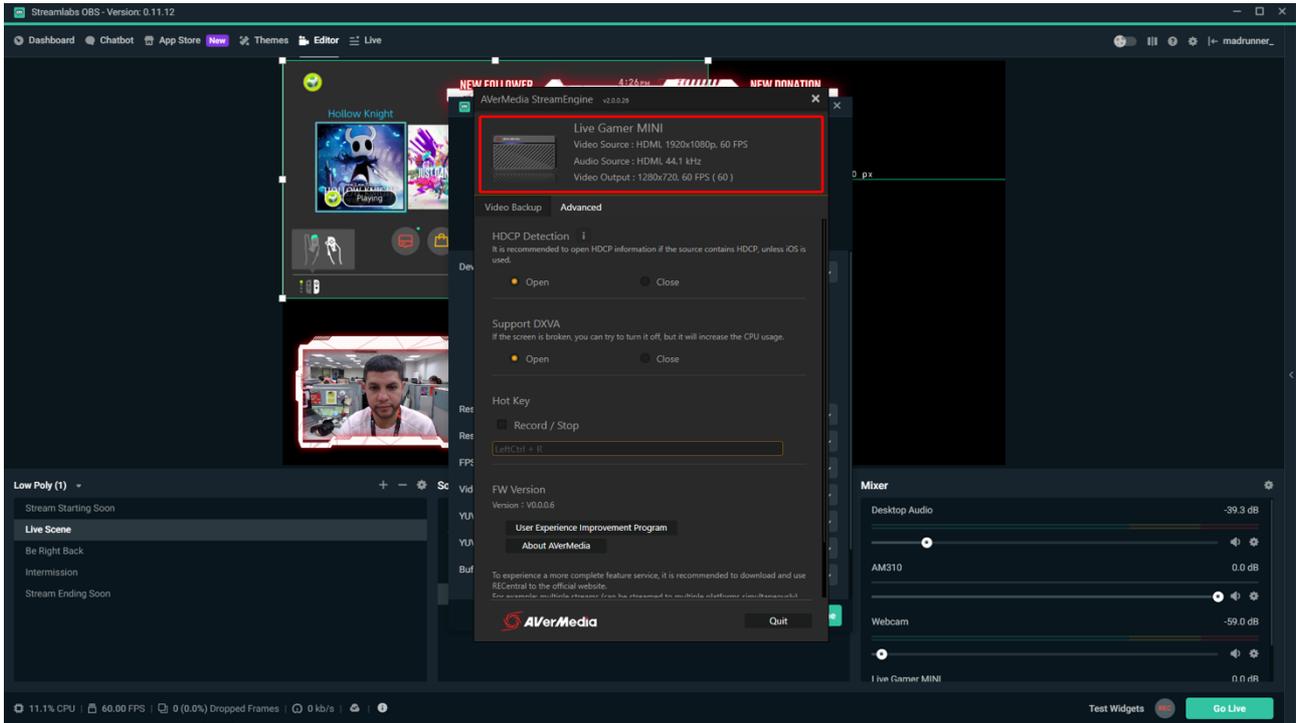


When you are ready or want to record, just press the REC button and it will start recording right away.