

Director Utility

User Manual, Reference and FAQs

iOS: 2.1.0

Android: 2.1.10

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TABLE OF CONTENTS

03 Overview

04 Remote Assistant

Connect the Device	04
Control Scene	05
Control GFX	09
Control Streaming	14
Control Recording	24
Control Audio	25
Control Background Music	27
Check Device Status	28
Power Off the Device	29

30 Phone Camera

Connect Phone Camera	30
Control Camera	31
Stream via SRT	32

33 FAQ

35 Glossary and Abbreviations

Overview



The Director Utility App is an auxiliary application that works with Magewell Director devices for extended controls.

Its "Remote Assistant" function can easily control the Director device remotely, performing scene control, audio control, stream control, etc.

Meanwhile, through the "Phone Camera" function, it can turn your phone as a webcam to input to the Director device, or stream to a destination via [SRT](#).

Install the App

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

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

Supported Director Device


- Magewell Director Mini

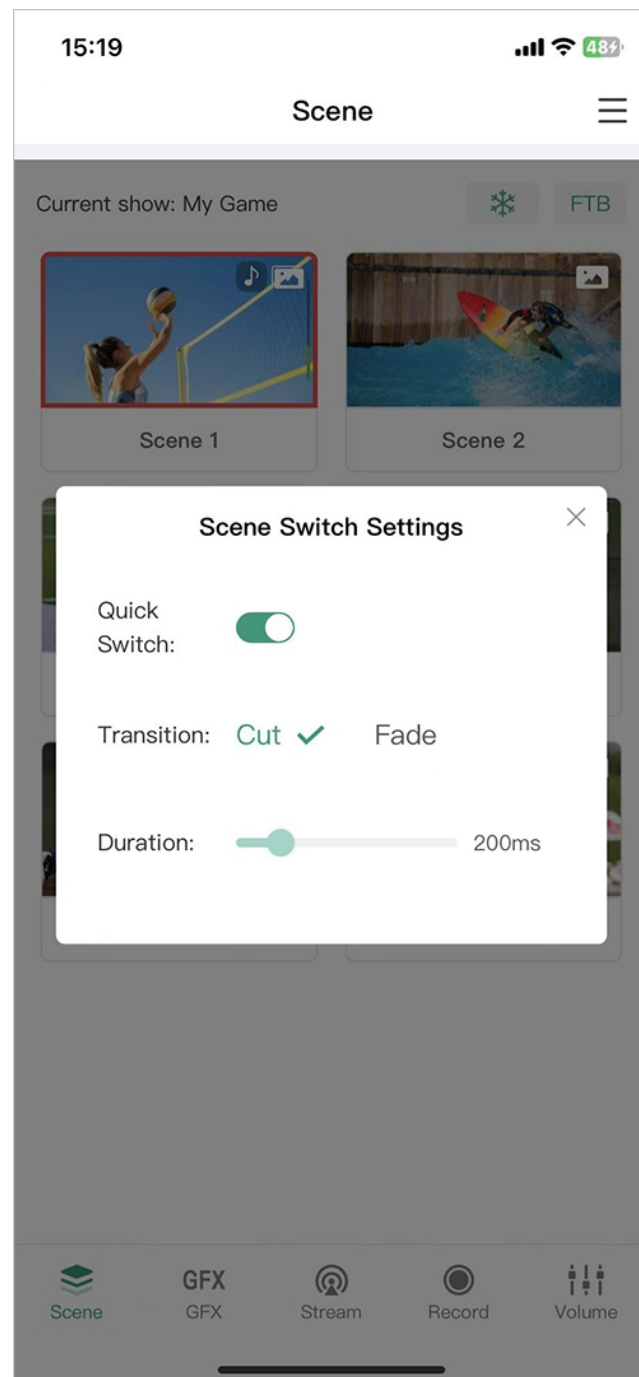
Remote Assistant

Remote Assistant enables you conveniently control the Director device remotely.



Connect the Device

1. Ensure your phone and Director Mini device are in the same network.
2. Open the Director Utility App and tap **Remote Assistant**.
3. Select a device in the list and tap **Connect**.
Then you enter the Remote Assistant page.
4. To return the device list, tap  at the upper right corner, and select **Back to Device List**.



Control Scene

Tap **Scene** at the bottom, to open the scene list, which displays the thumbnails and names of all the scenes of the current show.


Switch Scenes

You can switch scenes directly, or preview first and then switch to program, and you can set transition effect.

Quick Switch


Tap scene thumbnails in the scene list to switch scenes directly.

Manual Switch

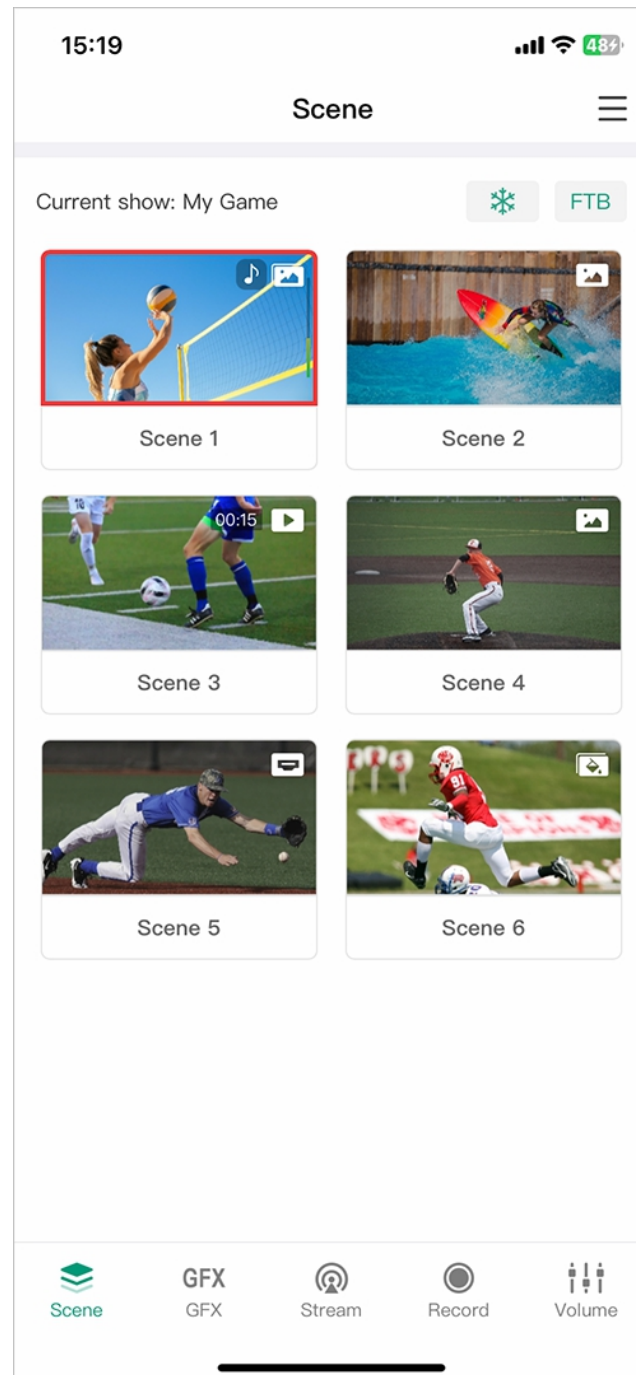
1. Tap  > **Scene Switch Settings**.
2. Toggle off the switch of **Quick switch**, it goes to the manual switch mode.
3. Tap the thumbnail of next scene to program in the scene list. The main screen of the device displays the preview image. The program scene thumbnail has a red frame, while the the preview scene thumbnail has a grey frame and a "Switch" button.
4. Check everything to program is OK.
5. Tap the "Switch" button, and the scene goes to program.

Set Transition Effect

You can set transition effect for fluent scene transition.



1. Tap  > **Scene Switch Settings**.
2. Tap **Cut**, and images switches directly when you switch scenes. (Default)
3. Or tap **Fade**, and set **Duration**, ranging from 50ms to 1000ms with the default value as 200ms.

Then, it switches scenes with the fade effect.



Freeze Scene

You can freeze dynamic images while streaming or recording.

- Tap  at the upper right corner to freeze the scene.
- Tap  at the upper right corner to unfreeze.

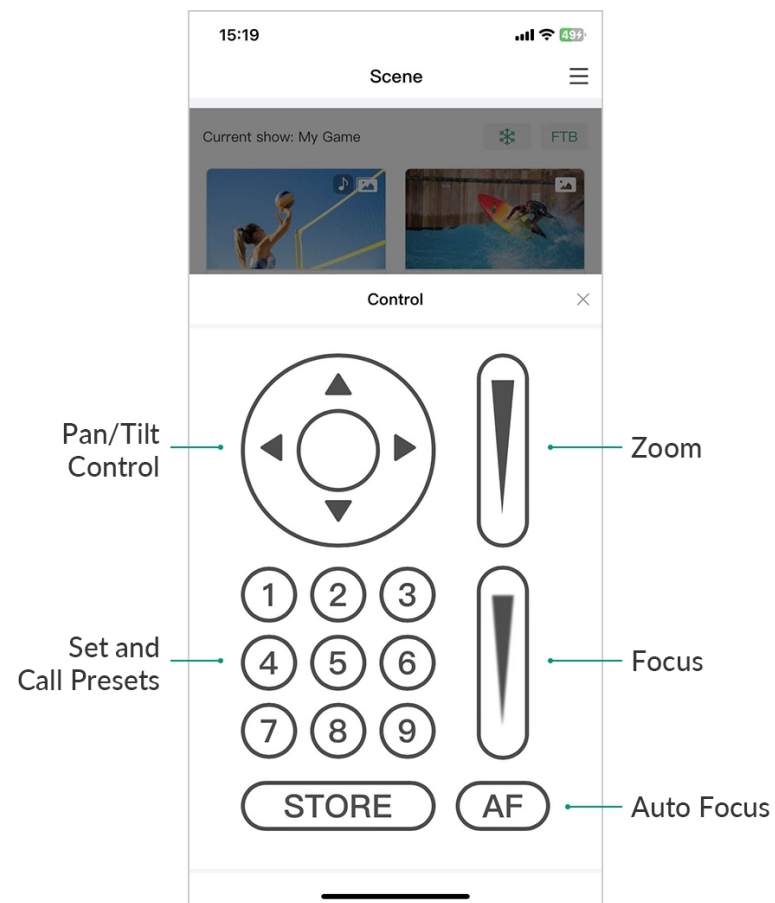
Play Video

If a scene contains a video clip, you can tap the play/pause button on the scene thumbnail to view the video.

Enable FTB

The FTB (Fade to Black) function allows your screen to fade into a silent black screen.

- Tap FTB at the upper right corner. Your audio/video output will be stopped. Your audience can only see a silent black screen.
- To continue your show, tap FTB again. Your show will go back to the screen and continue.



PTZ Control

When a source is connected with a PTZ camera and has enabled PTZ control, or the NDI source supports PTZ, or the NDI source supports PTZ, you can tap **Control** under the thumbnail to open the PTZ control center. If there are multiple PTZ sources in the scene, select a source on the popup.

Pan/Tilt Control

- On the Pan/Tilt Control panel, tap the center of the circle and slide your finger across the screen to move the camera. The closer to the center of the circle, the slower the camera moves; The farther away from the center of the circle, the faster the camera moves.
- Long-press the arrows to pan/tilt the camera.

Zoom

Slide on the slide bar at the upper right to zoom.

- Slide up, and the lens zooms in.
- Slide down, and the lens zooms out.

Focus

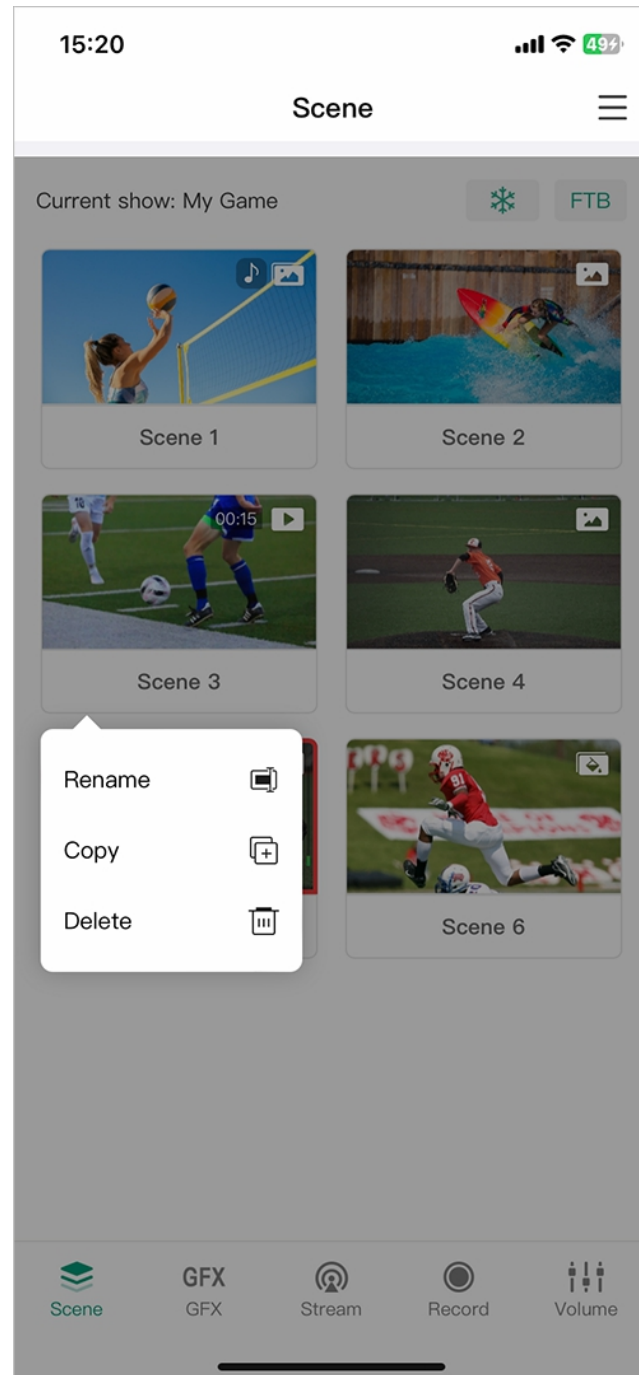
Slide up and down on the slide bar at the lower right to focus. You can also tap **AF** for auto focus.

- Slide up, and then the lens focuses near and the nearby object gets clear.
- Slide down, and then the lens focuses far and the distant object gets clear.

Presets

A preset is a predefined image position which contains information of pan, tilt, zoom, etc. After the preset is configured, you can move the camera to your desired position quickly by calling the preset.

- Move the camera to your desired position and adjust zoom and focus.
- Tap **STORE** and then tap a number to save. For example, if you tap No.1, it will be saved as Preset 1.
- Repeat the steps above to add more presets.



4. Tap a preset No. to call the preset.

Rename Scene

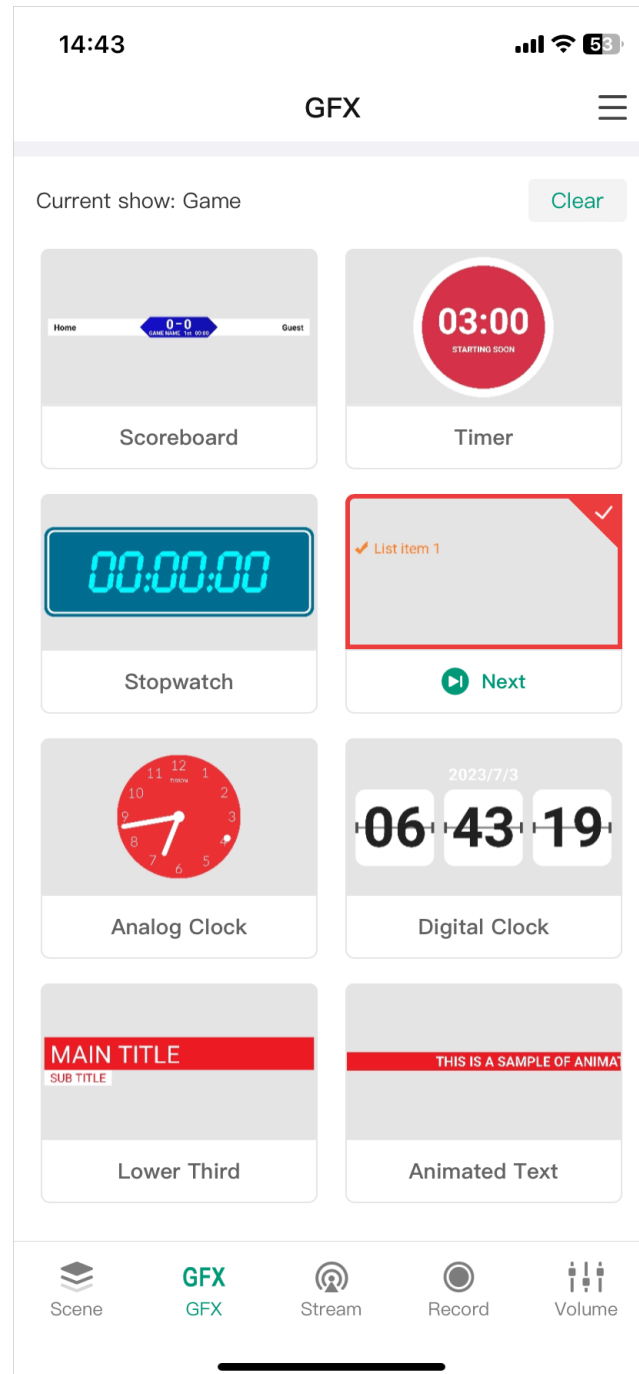
1. Long-press a scene icon.
2. Tap **Rename** on the menu.
3. Enter the new scene name, and tap **Save**.

Delete Scene

1. Long-press a scene icon.
2. Tap **Delete** on the menu.
3. Confirm to delete on the popup.

Copy Scene

1. Long-press a scene icon.
2. Tap **Copy** on the menu.
3. Enter the new scene name, and tap **Copy**. The copied scene appears in the scene list.



Control GFX

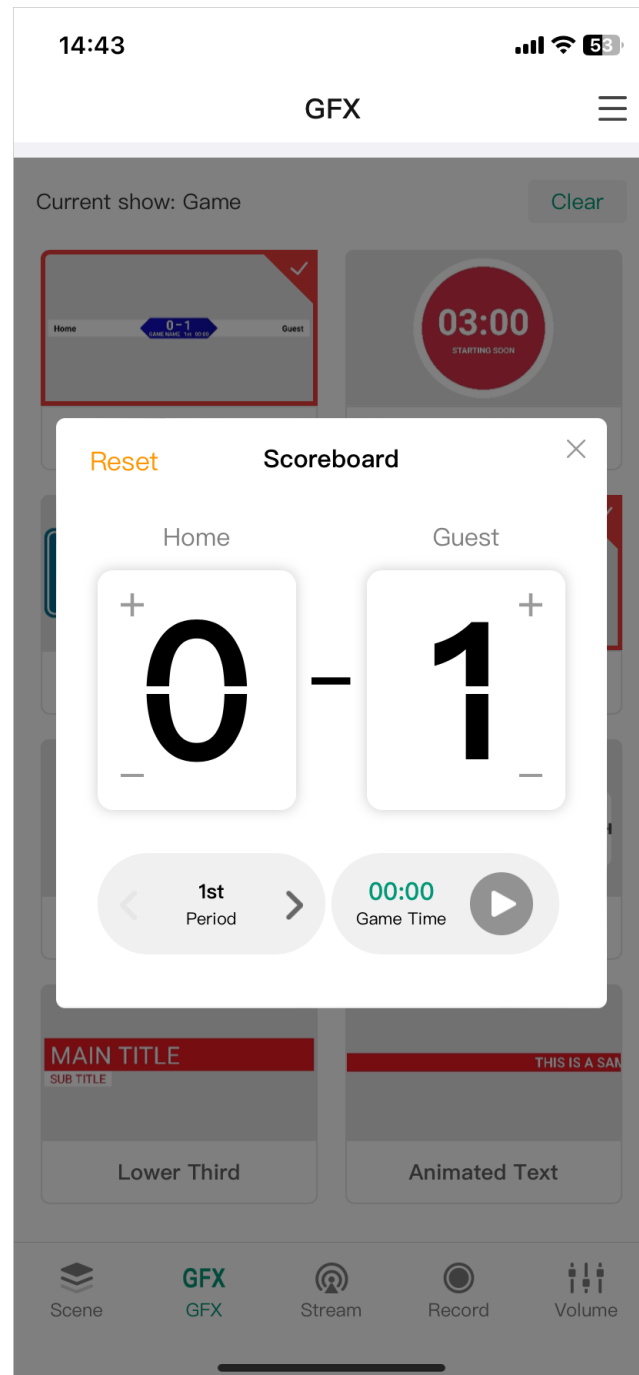
Tap **GFX** at the bottom to open the **GFX** list.

The **GFX** list displays **GFX** thumbnails and names.

Apply GFX



- Select one or more **GFX**s in the **GFX** list, and then the selected **GFX**(s) is applied in the program scene. A red frame around the thumbnail indicates the **GFX** is displayed.
- If a bullet list is applied and it is set to manual play mode, you can tap **Next** under the thumbnail to display the next line.
- Unselect one **GFX**, and then the **GFX** disappears from the program scene.
- Tap **Clear** at the upper right corner to undisplay all the **GFX**s.

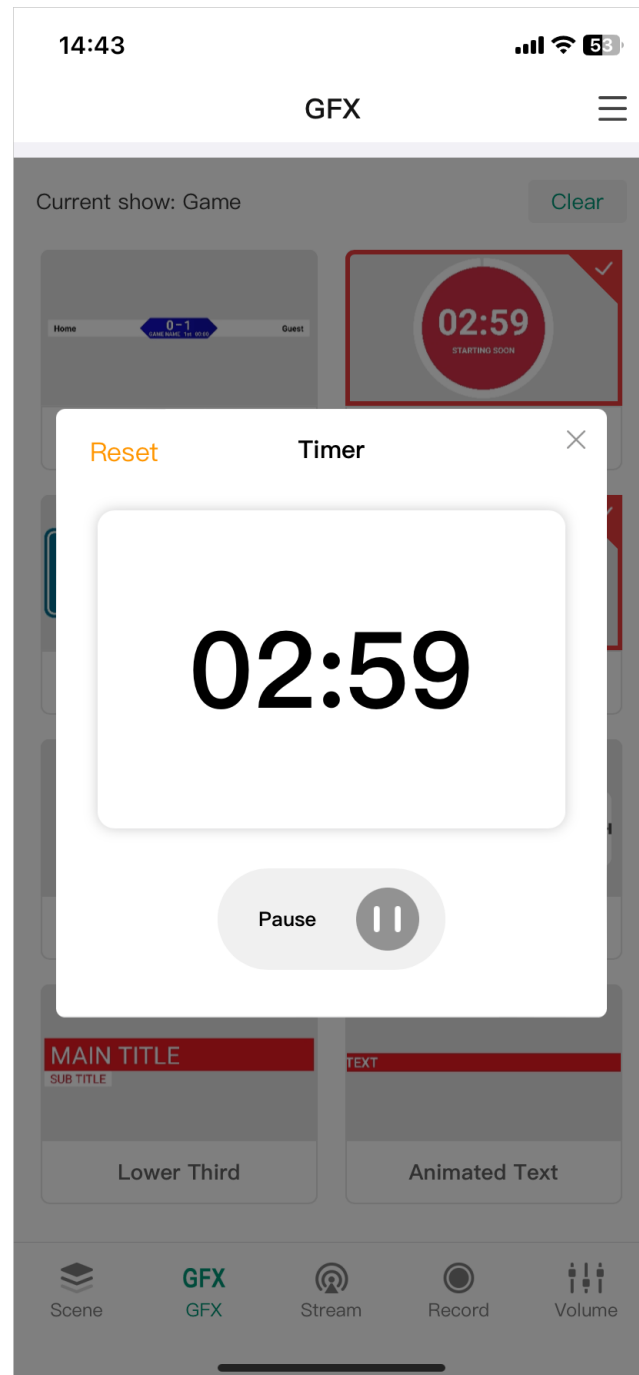
You can apply up to 8 **GFX**s at the same time.



Control Scoreboard

You can change the score, control game time, etc.




1. Apply the scoreboard, and tap **Control** under the thumbnail.
2. Or long-press the thumbnail and select **Control** on the popup menu.
3. Tap the upper part of the number to increase the score, and tap the lower part of the number to decrease the score.
4. Tap the left or right arrow at the bottom left to select a period. If the period is not set to be shown, you can tap "Show" to display it.
5. Control game time:
 - Tap  at the bottom right to start counting; tap  to pause counting.
 - If the game time is not set to be shown, you can tap "Show" to display it.
 - Tap the time number, and scroll time options to adjust.
6. Tap "Reset" to restore the score to 0:0, reset the game time to zero or reset to the set duration. You can also long-press the thumbnail and select "Reset" on the popup menu.
7. Tap "x" to go back.






Control Timer

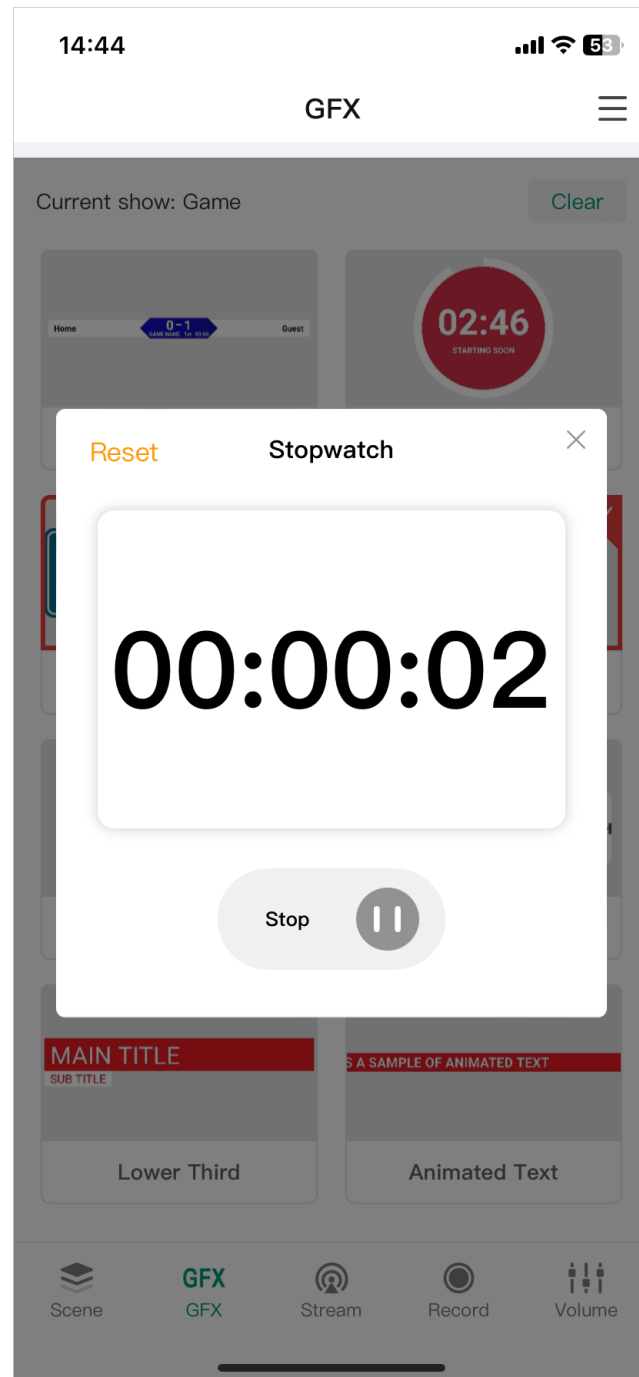
You can control the timer through the following ways.

Way 1

1. Apply the Timer.
2. Under the thumbnail, tap  to start counting, tap  to pause counting, tap  again to resume counting.
3. Long-press the timer thumbnail and tap **Reset** to restore the timer to the preset duration.

Way 2




1. Long-press the timer thumbnail and tap **Control** on the popup.
2. Tap  to start counting, tap  to pause counting, tap  again to resume counting.
3. Tap **Reset** to restore the timer to the preset duration, and you can re-select the duration.
4. Tap "x" to go back.






Control Stopwatch

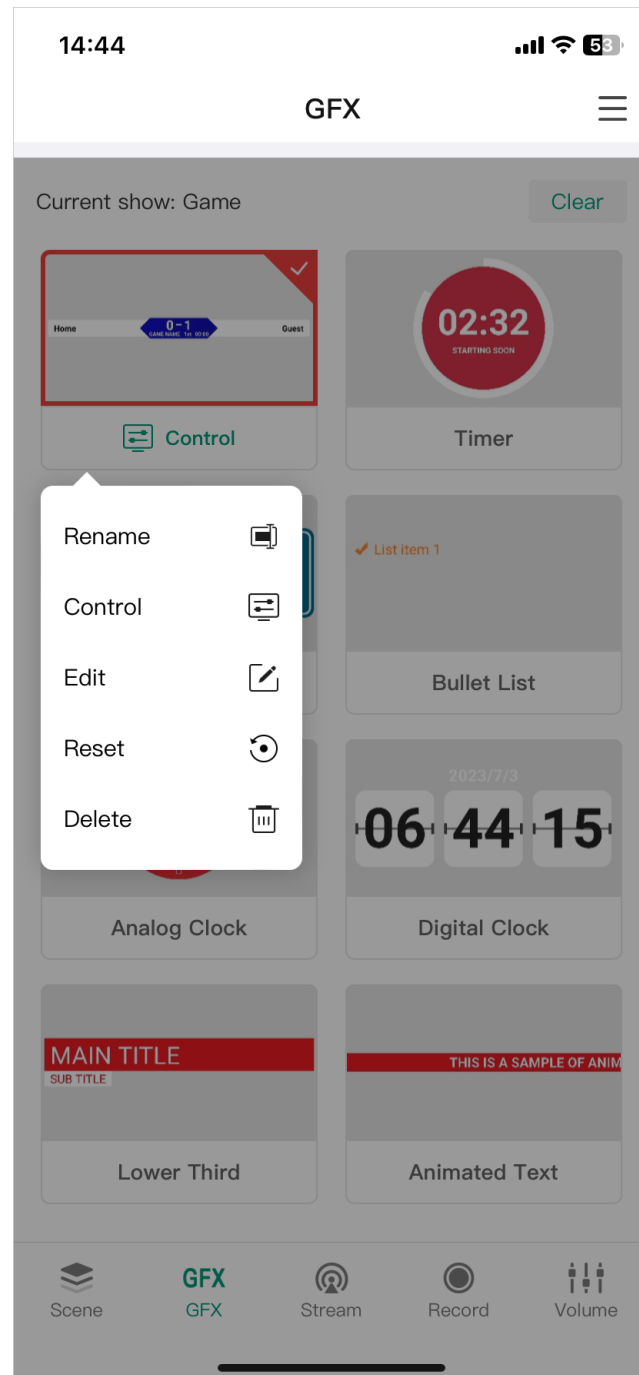
You can open the stopwatch control panel through the following ways.

Way 1

1. Apply the stopwatch.
2. Under the thumbnail, tap  to start counting, tap  to pause counting, tap  again to resume counting.
3. Long-press the thumbnail and tap **Reset** to restore the stopwatch to zero.

Way 2

1. Long-press the thumbnail and tap **Control** on the popup.
2. Tap  to start counting, tap  to pause counting, tap  again to resume counting.
3. Tap **Reset** to restore the stopwatch to zero.
4. Tap "x" to go back.



Rename GFX

1. Long-press a **GFX** thumbnail.
2. Tap **Rename** on the menu.
3. Enter the new name, and tap **Save**.

Delete GFX

1. Long-press a **GFX** thumbnail.
2. Tap **Delete** on the menu.
3. Confirm to delete on the popup.

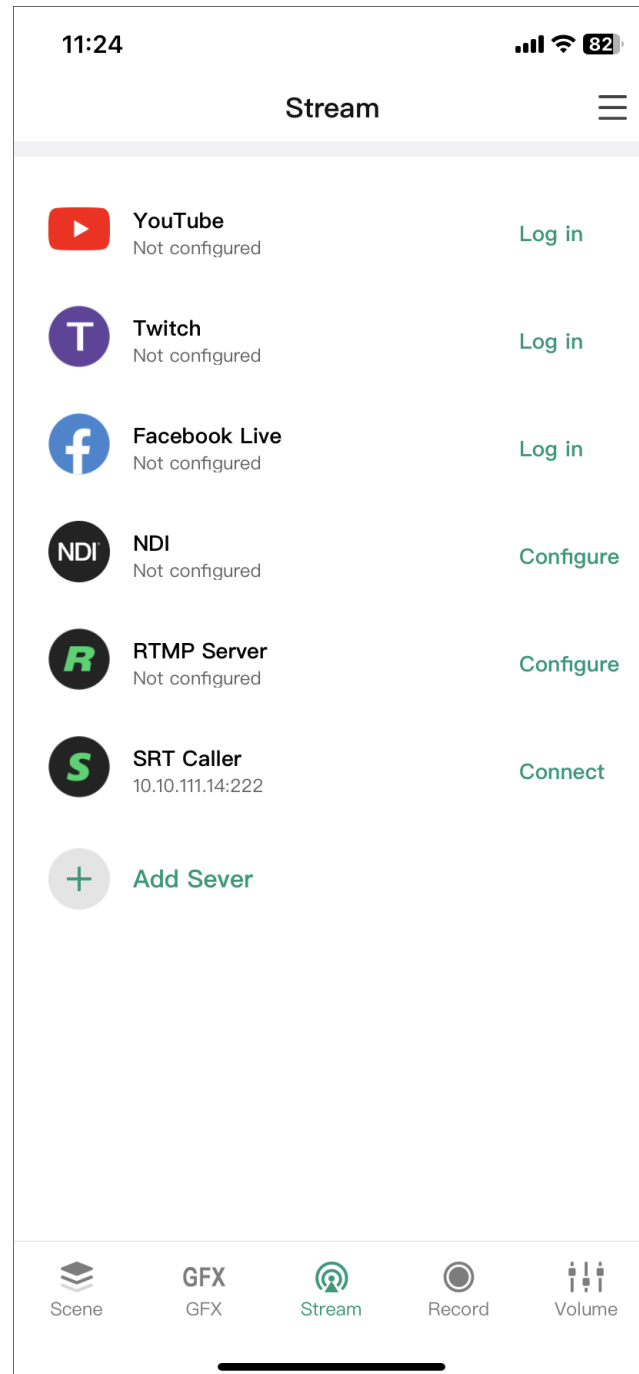
Copy GFX

1. Long-press a **GFX** thumbnail.
2. Tap **Copy** on the menu.
3. Confirm to copy on the popup.

Edit GFX

You can edit text content and replace pictures of some **GFX** types.

1. Long-press a **GFX** thumbnail.
2. Tap **Edit** on the menu.
3. Edit text content or replace pictures in the popup, and tap **Save**.

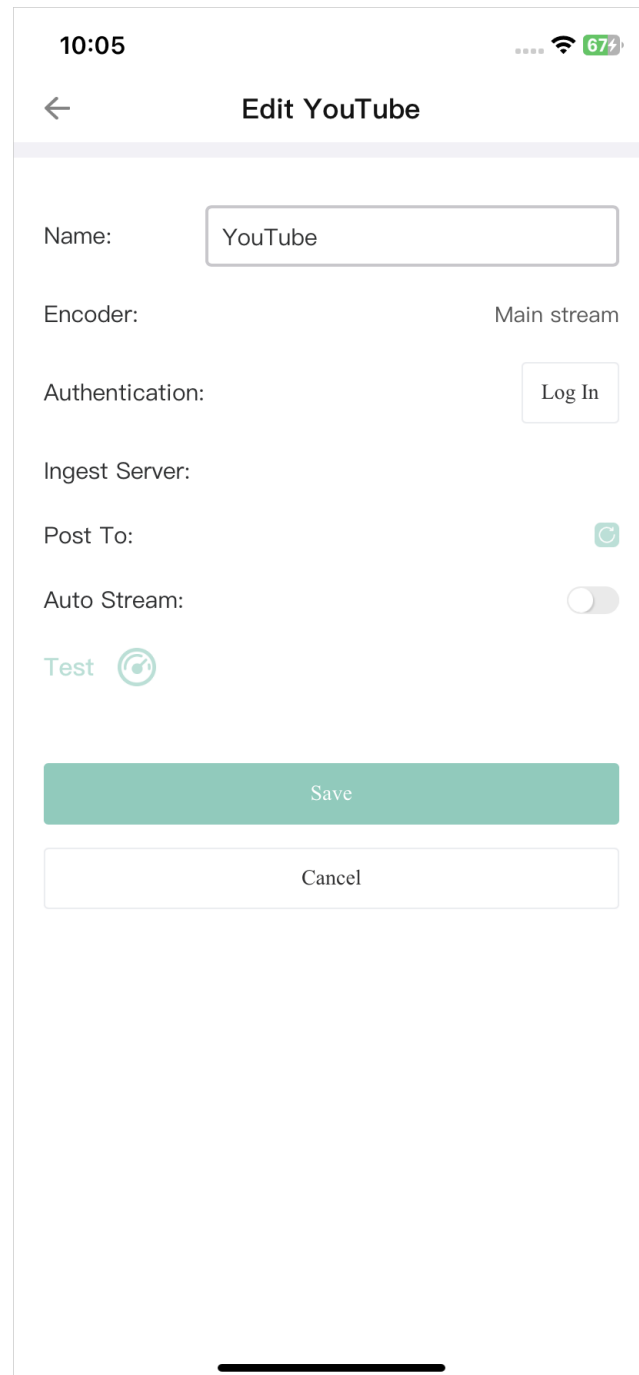


Control Streaming

Tap **Stream** at the bottom to open the stream server list.

Configure Stream Servers

1. Tap **Log in** or **Configure** behind the server name to start configuring server parameters. Please refer to the following contents.
 - [Configure YouTube Server](#)
 - [Configure Twitch Server](#)
 - [Configure Facebook Live Server](#)
 - [Configure NDI Server](#)
 - [Configure RTMP Server](#)
 - [Configure SRT Caller](#)
2. Tap **Add Server** to add more servers.
3. To edit a server, tap the server name to enter the edit page. After you change the settings, tap **Save**. If you tap **Cancel**, all the changes will be discarded.
4. To delete a server, swipe a server to the left and tap **Delete**.



Configure YouTube Server

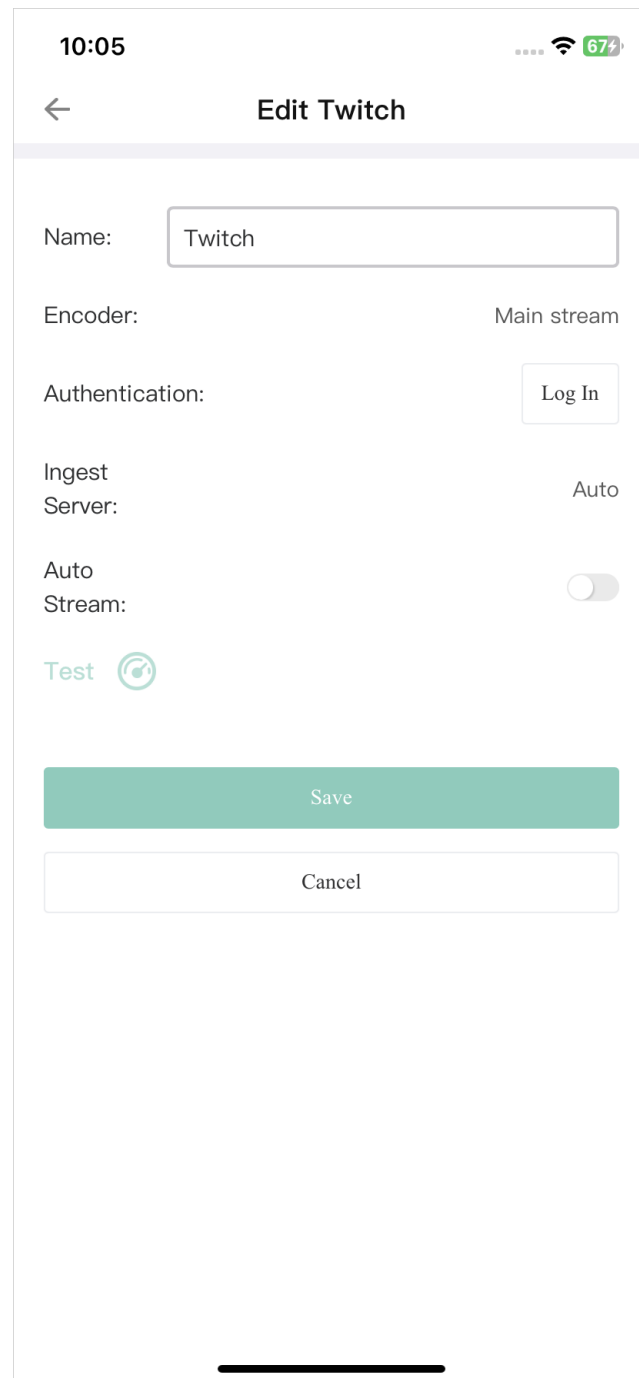
1. Select **YouTube** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encode**, and select a stream scheme. Encoding parameters can be customized on the device.
4. Tap **Log In** under **Authentication**, and then follow the instructions to log into your account.

Your username and profile image will be displayed after login.

Your nickname, user avatar images and authorization token will be stored encrypted in Director Mini device after a successful authorization. When you [delete the YouTube server](#) or remove Director Mini from trusted apps from your [Google account's security setting](#), we will follow the policies of Google to clear saved data in 0 to 24 hours.

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

5. Set the **Ingest Server**.
You can select **Primary server (rtmp)**, **Primary server (rtmps)**, **Backup server (rtmp)**, or **Backup server (rtmps)**.
6. Tap **Post to**, and select a channel, event, or **New stream**.
If you select **New stream**, you need to set **Title** (mandatory), **Description**, and **Privacy**.
 - **Privacy** options are:
 - **Public:** The stream is visible to all people.
 - **Private:** The stream is visible only to you and people selected by you.
 - **Unlisted:** The stream is visible only through a link.
7. (Optional) Toggle on **Auto Stream**. When it is enabled, you can start streaming quickly on the



device screen.

8. Tap **Test** to test whether the previous configurations are working properly.
9. Tap **Save**.

Configure Twitch Server

1. Select **Twitch** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encode**, and select a stream scheme. Encoding parameters can be customized on the device.
4. Tap **Log In** under **Authentication**, and then follow the instructions to log into your account.
5. Set the **Ingest Server**.
The system lists available servers. You can select a nearby server for an optimal network path.
6. (Optional) Toggle on **Auto Stream**. When it is enabled, you can start streaming quickly on the main screen.
7. Tap **Test** to test whether the previous configurations are working properly.
8. Tap **Save**.

10:05 67%

← Edit Facebook

Name: Facebook Live

Encoder: Main stream

Authentication: Log In

Ingest Server:

Post To:

Title: 0-64 characters

Description: 0-128 characters

Auto Stream:

Test

Save

Cancel

Configure Facebook Live Server

1. Select **Facebook** in the stream setting page.
2. Tap **Name** to enter a new name.
3. Tap **Encode**, and select a stream scheme. Encoding parameters can be customized on the device.
4. Tap **Log In** under **Authentication**, and then follow the instructions to log into your account. After you log in successfully, the system automatically selects a ingest server for you, which you cannot change.
5. Configure streaming to Timeline or Pages.
 - i. Tap **Post to** to access the list of Timeline and Pages.
 - ii. Tap to select Timeline or a Page as the streaming destination.
6. (Optional) Set **Title** and **Description**.
7. (Optional) Toggle on **Auto Stream**. When it is enabled, you can start streaming quickly on the main screen.
8. Tap **Test** to test whether the previous configurations are working properly.
9. Tap **Save**.

The screenshot shows the 'Edit NDI' configuration screen. At the top, the time is 15:21 and the battery is at 51%. The screen contains the following settings:

- Alias: NDI
- Source Name: 1-30 characters
- Group Name: public
- Main stream: 1080p, 60FPS, 62Mbps >
- Sub stream: 360p, 30FPS, 3Mbps >
- Encoding Source: Program >
- Transport Mode: UDP (Unicast) >
- Discovery Server:
- Server IP: IP address
- Failover: Change
- Source name: N/A
- IP address: N/A

At the bottom, there is a 'Test' button with a circular arrow icon, a green 'Save' button, and a white 'Cancel' button.

Configure NDI Server

1. Select **NDI** in the stream setting page.
2. Tap **Alias** to enter an alias name for your convenience of multi-item management.
3. Tap **Source Name** to enter a name, which is the name of the output NDI stream for the receiver to recognize. It supports 1-30 characters, which contain A-Z, a-z, 0-9 and `_-#()%`.
4. Tap **Group Name** to enter a name to specify the client group receiving the NDI stream. It supports 1-64 characters, contain A-Z, a-z, 0-9 and `_-#()%`. Multiple group names can be comma-separated. The default group name is public. If you do not want other devices on the network to be able to search for it at will, you can set a private group name, and other devices need to use the private group name to search for this device.
5. Tap **Main Stream** to set the following parameters.
 - **Resolution:** Options include 640x360, 960x540, 1280x720, 1920x1080.
 - **FPS:** Options include 15fps, 30fps, 60fps.
 - **Bitrate:** It automatically changes according to resolution and FPS options.
 - **Profile:** Options include Baseline Profile, Main Profile, High Profile.
 - **Bitrate Mode:** It is fixed at CBR.
6. Tap **Sub Stream** to set the following parameters.
 - **Resolution:** It is fixed at 640x360.
 - **FPS:** It is fixed at 30fps.
 - **Bitrate:** It automatically changes according to the settings of main stream.
 - **Profile:** Options include Baseline Profile, Main Profile, High Profile.
 - **Bitrate Mode:** It is fixed at CBR.
7. Tap **Encoding Source** to select the source to encode. Options include Program, HDMI 1 and

HDMI 2.

8. Tap **Transport Mode**, select a mode and set parameters if needed.
 - **UDP (Unicast)**: The device sends a UDP stream directly to the receiver. It is used where lower latency matters. And multiple simultaneous streams will work independently for multiple receivers.
 - **UDP (Multicast)**: The device sends the UDP stream to a multicast group. It is used for one-to-many broadcast for lower CPU usage. Parameters in a multicast configuration include:
 - **Multicast IP**: IP ranges from 224.0.0.0 to 239.255.255.255.
 - **Subnet Mask**: The legitimate value ranges from 255.0.0.0 to 255.255.255.252.
 - **Time to live**: It ranges from 1 to 255. The default value is 4.
 - **RUDP (Unicast)**: Reliable User Datagram Protocol, is a connection-oriented and unicast protocol. RUDP helps to maintain the flow control and reliability of data transfer. The transmission control algorithms on both sending and receiving sides guarantee the RUDP capable of recovering from data loss, duplication, delay and reordering.
 - **TCP (Uni-Connection)**: It indicates to establish single TCP connection between the device and the receiver, and transfer all A/V packets via one port. Compared with UDP (Unicast) or TCP (Multi-Connection), it has lower CPU usage. It is used where reliable data transfer matters, which makes it suitable for 4K NDI streams.
 - **TCP (Multi-Connection)**: It indicates to establish multiple TCP connections between the device and receivers, but transfer audio packet and video packet via different ports. It usually works in a complicated networking studio. It is used where reliable transmission of data matters, which makes it suitable for 4K NDI streams.
9. (Optional) Toggle on **Discovery Server**, and then the device can only be received by the specified receiver, and the mDNS auto-discovery function is unavailable.

- i. Ensure that the receiver and device can ping each other.

This function works between device and receiver that can ping each other even from differential network segment. After setting, the output stream of your device can be received by specified server.

- ii. Specify the **Server IP** to the IP address of the discovery server.

- iii. Set a same IP address of the discovery server on the NDI stream receiver.

For example, launch the **NDI Access Manager** tool installed in the receive computer, enter the **Advanced** tab, uncheck **Multicast Sending Enabled** , and check **Use Discovery Server**, and then specify **Server IP** to the IP address of the receiver server running discovery service function.

Note: The Server IP of NDI Access Manager and Director device should be the same.

10. (Optional) Toggle on **Failover** to protect your NDI transmission from failure. If the source video fails, the backup device begins to provide a service. The initial source will be restored after it recovers.

- **Source name** shows the backup NDI channel name.

Tap **Change** and select the failover (backup) video device within the same NDI group as the initial source.

- **IP address** shows the IP Address of the backup NDI channel, which is automatically obtained after you select the backup NDI source.

11. Tap **Test** to test whether the previous configurations are working properly.

12. Tap **Save**.

10:06 100% 67%

← Edit RTMP

Name: RTMP Server

Encoder: Main stream >

URL: rtmp:// 10.0.1.32/live

Stream Key: t1

Authentication:

Auto Stream:

Test

Save

Cancel

Configure RTMP Server

1. Select **RTMP** in the stream setting page.
2. Tap **Name** to enter an alias name for your convenience of multi-item management.
3. Tap **Encode**, and select a stream scheme. Encoding parameters can be customized on the device.
4. Tap **URL**, and enter the URL of the stream destination.
5. Tap **Stream Key**, and enter the key got from the stream destination.
6. (Optional) Turn on **Authentication** if needed, and then enter your **Username** and **Password** at the third-party live streaming platform.
7. (Optional) Toggle on **Auto Stream**. When it is enabled, you can start streaming quickly on the main screen.
8. Tap **Test** to test whether the previous configurations are working properly.
9. Tap **Save**.

10:06 67%

← Edit SRT

Name: SRT Caller

Encoder: Main stream >

Address: 10.0.1.32

Port: 8000

Stream ID: upload.srt/live/579

Latency: 120 ms

Encryption:

Auto Stream:

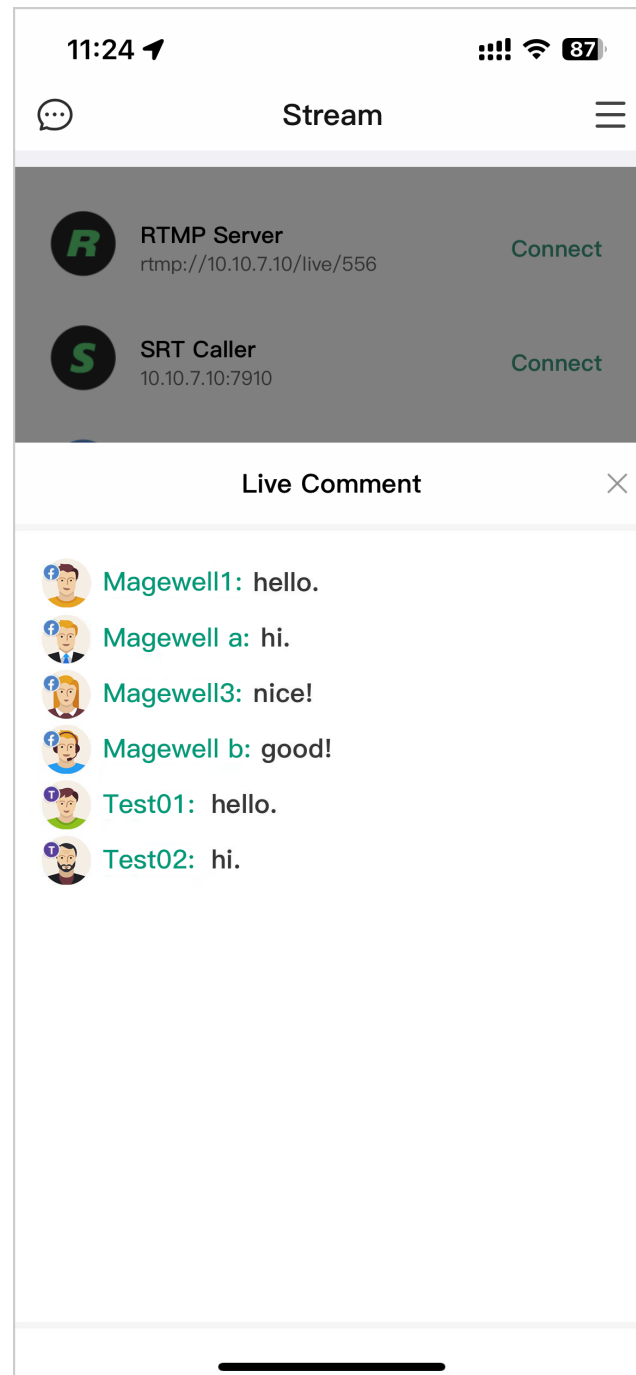
Test

Save

Cancel

Configure SRT Caller

1. Select **SRT** in the stream setting page.
2. Tap **Name** to enter an alias name for your convenience of multi-item management.
3. Tap **Encode**, and select a stream scheme. Encoding parameters can be customized on the device.
4. Tap **Address**, and enter the address of receiver.
5. Tap **Port**, and enter the port number of receiver. Value ranges from 1 to 65535.
6. Tap **Stream ID**, and enter a custom ID, which can contain 0-256 characters.
7. Tap **Latency**, enter a number between 20 to 8000. The default value is 120ms. We recommend that the latency is configured the same as that of the receiver.
8. (Optional) Toggle on **Encryption**, and then select an encryption algorithm, which can be **AES 128**, **AES 192** or **AES 256**. And enter the Password, which can contain 10 to 79 characters.
9. (Optional) Toggle on **Auto Stream**. When it is enabled, you can start streaming quickly on the main screen.
10. Tap **Test** to test whether the previous configurations are working properly.
11. Tap **Save**.



Start Streaming


You can simultaneously stream to two destinations at most.

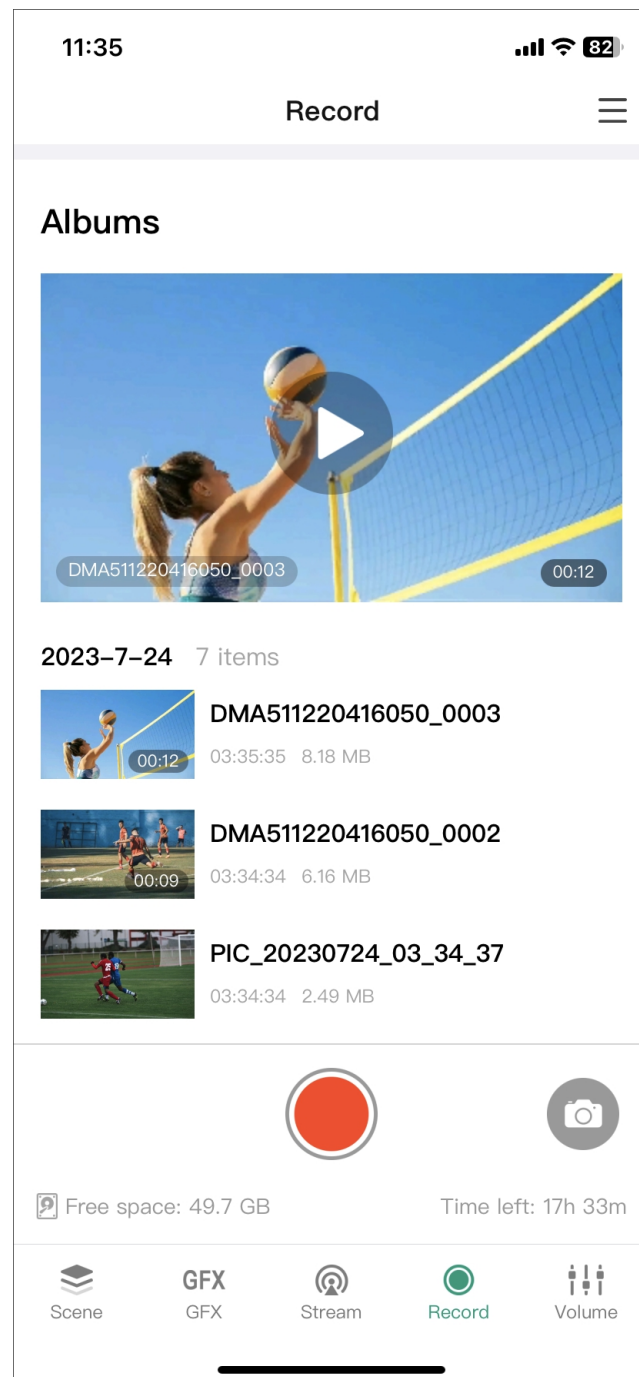
When NDI[®] HX3 streaming is ongoing, you cannot stream to other kind of destinations, vice versa.

1. Tap **Connect** next to a configured server to start streaming to this server.
Under the server name, it displays streaming duration and real-time streaming rate.
2. (Optional) Tap **Connect** next to another configured server to stream to this server simultaneously.
3. Tap **Disconnect** of a working server to stop streaming to the server.

View Live Comment






You can view live comments when streaming to YouTube, Twitch or Facebook.

1. Tap  at the upper left corner to open the live comments box, which displays the profile pictures with the platform logo, accounts and comments.
2. Scroll up to view earlier comments, and scroll down to view the most current comments.
3. Tap "x" to close the comment box.

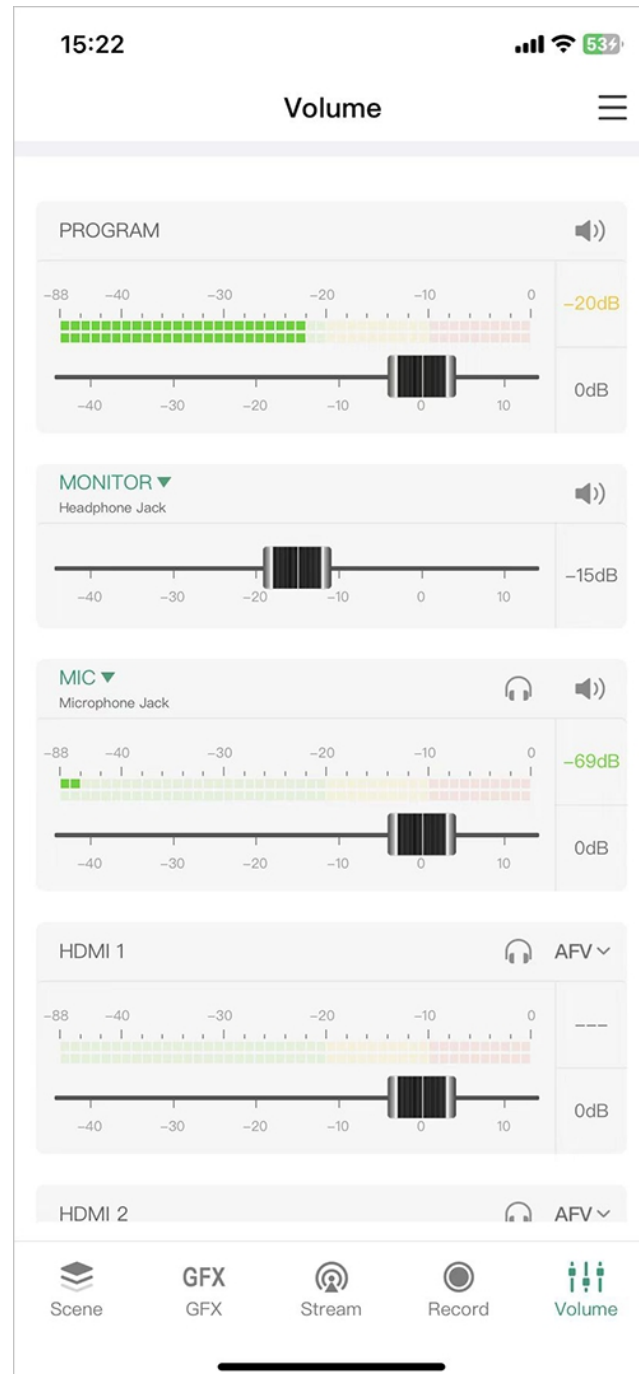


Control Recording

Tap **Record** at the bottom to open the record page.

- View current save path ( indicates the SD card, and  indicates the internal storage), free space and time left for recording at the page bottom.
- Tap  to start recording, and tap  to stop recording.
- Tap  to take screenshots.
- It displays the preview of the most recent file of the current day at the top of the Album. Tap recording or screenshot files in the Album to preview.
- Swipe a file to the left, and tap **Download** to download the file to your phone.
- Swipe a file to the left, and tap **Delete** to delete the file.

- When the recording time is less than 1s, the recording file will not be saved.
- When the remaining free space is insufficient, the device will stop recording automatically.
- When NDI[®] HX3 streaming is ongoing, you cannot record, vice versa.




Control Audio




Remote Assistant supports controlling the output and input audio of the show. Tap **Volume** at the bottom to open the audio mixer.

- **Adjust audio level:**
 - Move the fader to adjust the audio level. The range is from -40dB to 10dB.
 - The current adjusted value is displayed on the right of the fader. Double-click the value to restore the fader to 0dB.

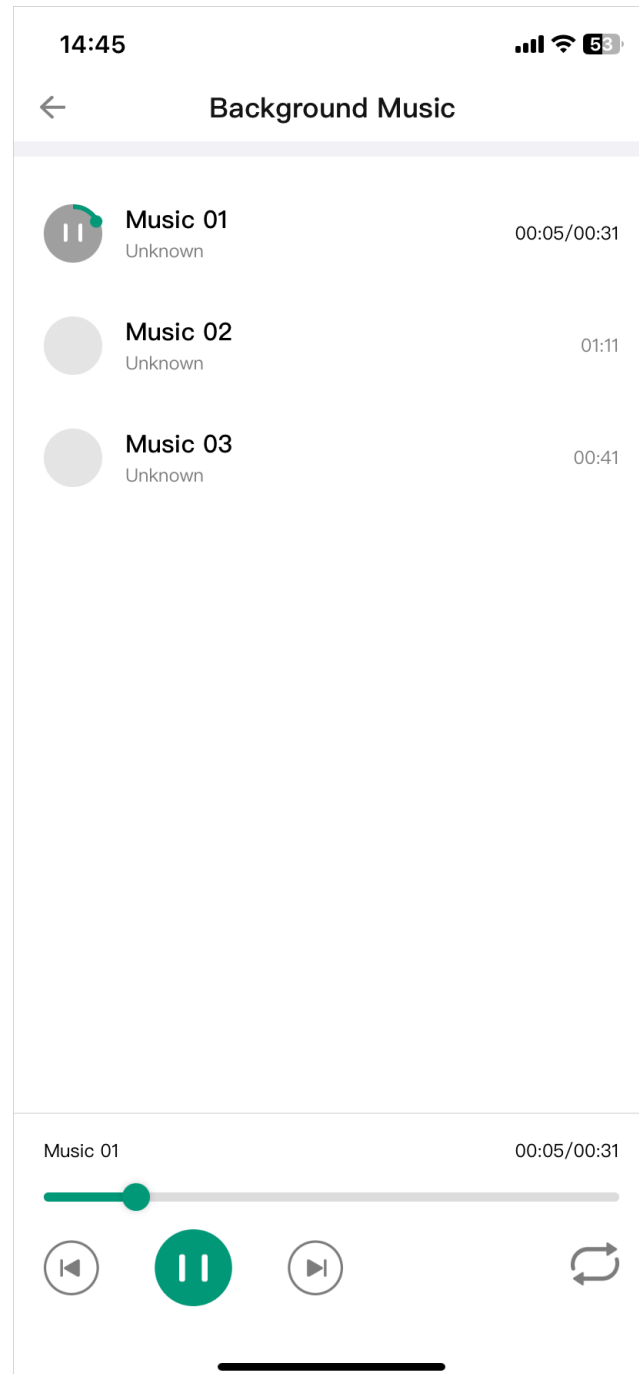
Adjustment to monitor audio does not affect other audio.

- **Set audio mixing mode:** Click the icon to select a mode.
 - **AFV** : Audio-follow-video. The audio will only be sent to the program output when the input is in program view.
 -  : Always ON. An audio input will be permanently mixed into the program output.

For BGM and video clip, the icon means the audio will only be sent to the program output when the scene containing the audio is in program view.

-  : Always OFF. An audio input will be permanently not mixed into the program output.
- **Solo monitor:** Tap  to only monitor this audio. Tap  to cancel.
- **Set monitor:** Tap **Monitor** to set the following properties.
 - **Select Device:** select a device as the monitor.
 - Headphone Jack: device connected to the headphone jack.
 - Bluetooth Device: device connected through BT









- *USB device*: device(s) connected to the USB 3.0 port(s). The system automatically lists device name(s).
- **Monitor Options**:
Toggle on/off the switch of **MIC Input** to set whether to monitor the microphone. It is toggled on by default.
- **Set microphone**: Tap **MIC** to select a microphone device.
 - Microphone Jack: device connected to the microphone jack
 - HDMI 1: device connected to the HDMI 1 port
 - HDMI 2: device connected to the HDMI 2 port
 - USB device: device(s) connected to the the USB 3.0 port(s). The system automatically lists device name(s).
 - **SRT** stream: audio from the **SRT** stream, displayed with the self-defined name.
 - **RTMP** stream: audio from the **RTMP** stream, displayed with the self-defined name.
 - NDI stream: audio from the NDI stream, displayed with the self-defined alias.
 - Phone Camera: audio from your phone's microphone, displayed with the self-defined name.




Control Background Music

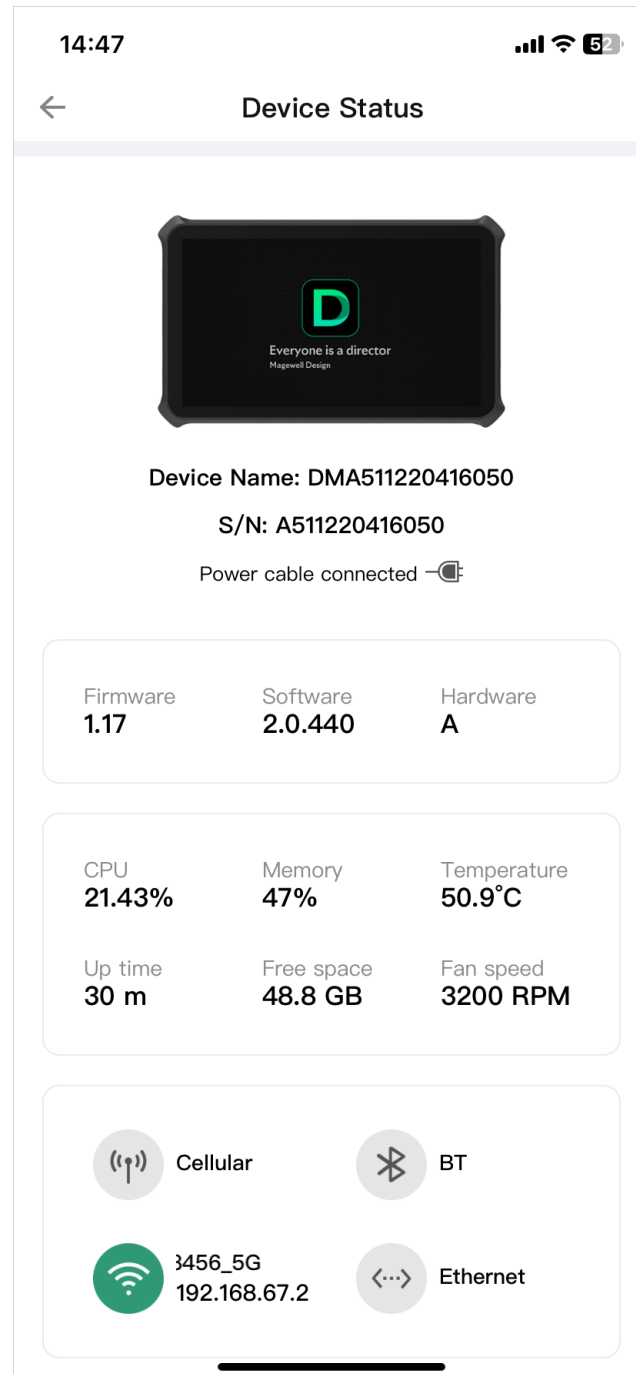
When the program scene contains background music (BGM), you can control BGM.

Play BGM


1. Tap  and select **Background Music**.
2. Tap the song name to switch.
3. Tap buttons on the playback bar to control the BGM playback.
 - Tap  to play or  to pause.
 - Tap  to play the previous song or  to play the next song.
 - Drag the playhead to a specified position.
 - Set the loop policy:
 -  : Repeat the playlist
 -  : Repeat the song
 -  : Shuffle the playlist

Delete BGM

1. Tap  and select **Background Music**.
2. Swipe a song to the left.
3. Tap **Delete**.
4. Confirm to delete on the popup.




Check Device Status

Tap  and select **Device Status** to open the Director device status page, and it displays the following information.

- Device picture: the picture of the connected Director device model.
- Device Name: the connected Director device's name.
- S/N: the serial number of the connected Director device. The serial number can also be found on the device.
- Power: the power connection state, displaying the power cable or the battery status.
- Firmware: the firmware version of Director device.
- Software: the software version of Director device.
- Hardware: the hardware version of Director device.
- CPU: the CPU usage of Director device, in percentage.
- Memory: the memory usage of Director device, in percentage.
- Temperature: the temperature of the chipset on Director device.
To avoid overheat, ensure that device is working in a well-aired environment with proper temperature. When the temperature approaches 90 degrees, you need to reduce the temperature, such as by using a fan.
- Up time: the duration that Director device keeps running since last startup.
- Free space: the available storage of Director device.
- Fan speed: the rotation speed of the fan per minute. This changes based on the temperature of Director device.
- Network: the connection information of Cellular, BT, WiFi and Ethernet.

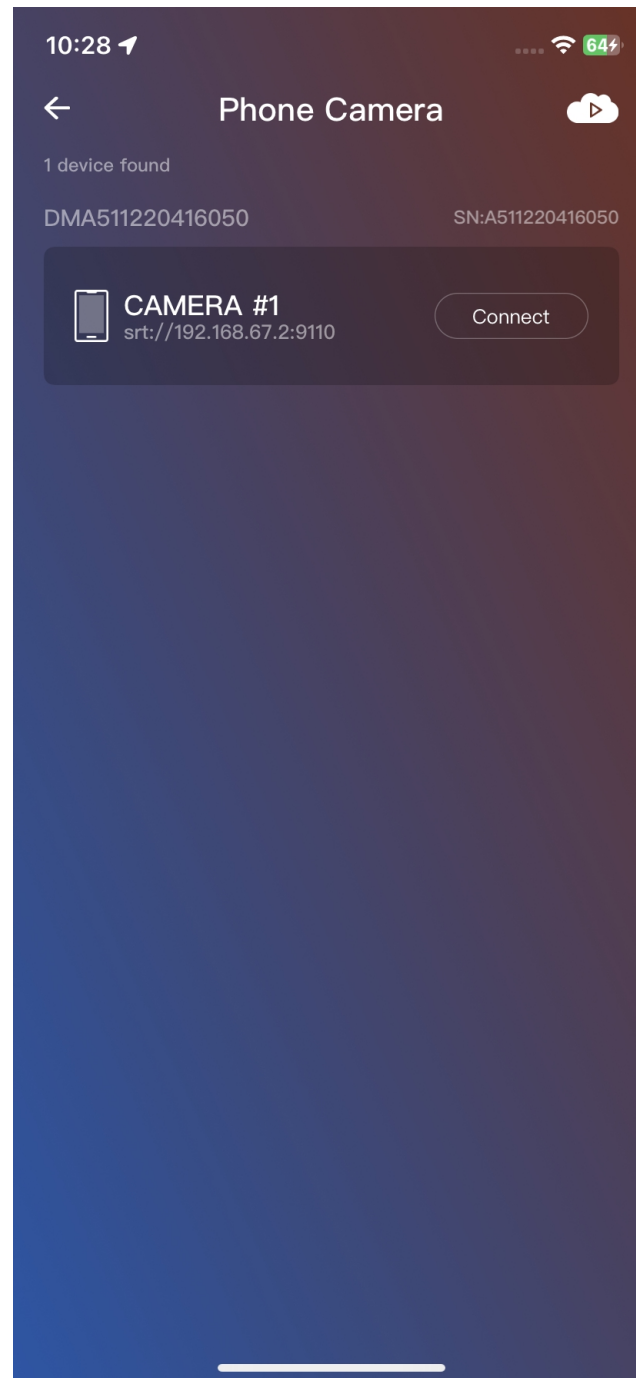
Power Off the Device

Remote Assistant supports powering off the connected Director device.

1. Tap  at the upper right corner and select **Power off**.
2. Confirm to power off the device on the popup.

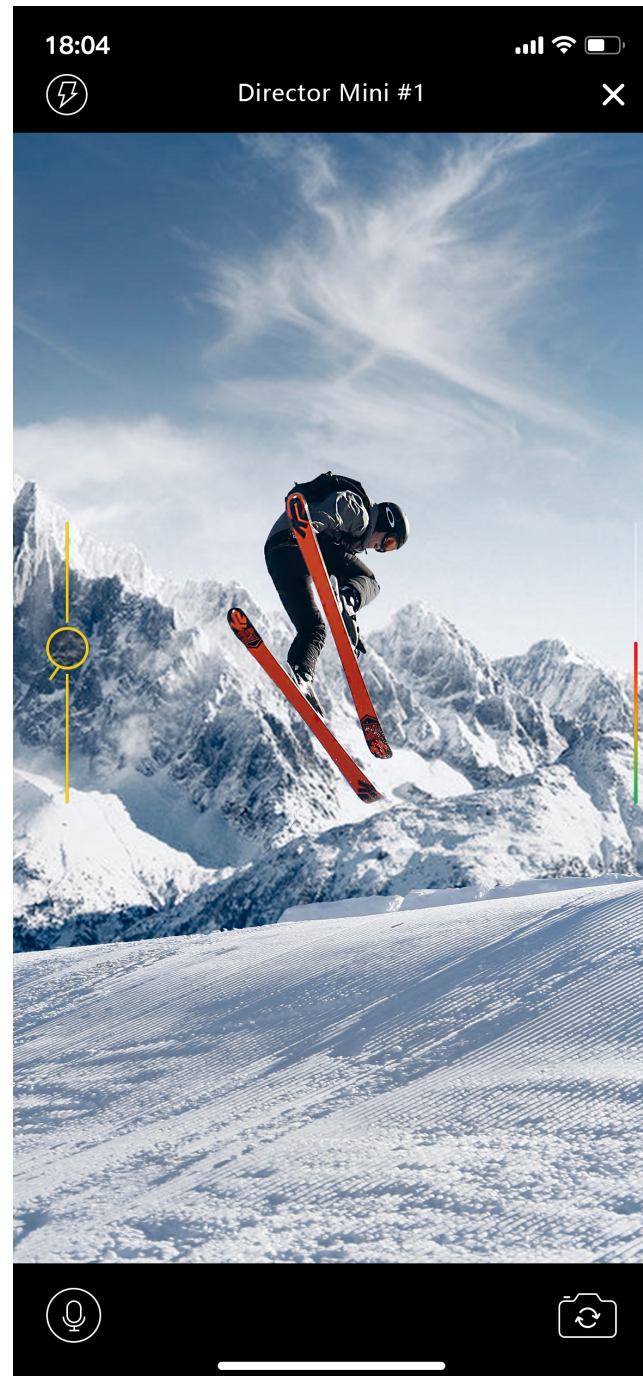
Phone Camera

"Phone Camera" can turn your phone as a webcam to input to the Director device, or stream to a destination via [SRT](#).




Connect Phone Camera









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



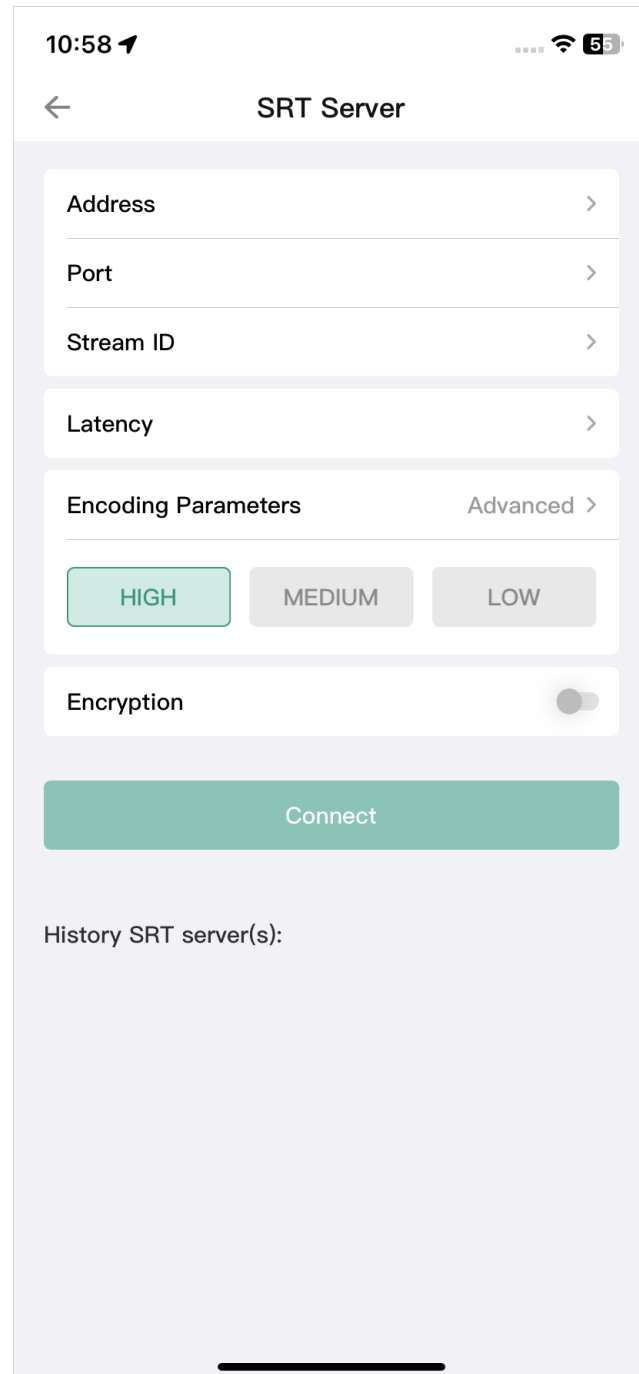
Control Camera

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

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


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

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



Stream via SRT

Director Utility App supports streaming real-time video taken by your phone to a destination via [SRT](#).

1. Ensure your phone is connected with a network.
2. Open the Director Utility App and tap **Phone Camera**.
3. Tap  on the right upper corner to open the [SRT](#) server configuration page.
4. Tap **Address**, and enter the address of receiver.
5. Tap **Port**, and enter the port number of receiver. Value ranges from 1 to 65535.
6. Tap **Stream ID**, and enter a custom ID, which can contain 0-256 characters.
7. Tap **Latency**, enter a number between 20 to 8000. The default value is 120ms. We recommend that the latency is configured the same as that of the receiver.
8. Set **Encoding Parameters**. Options include HIGH, MEDIUM and LOW. Tap "Advanced" to set the following parameters:
 - Resolution: 540, 720, 1080
 - Frame rate: 30, 60
 - Video bitrate: ranging from 256kbps to 30000kbps
 - Audio bitrate: 64, 96, 128
9. (Optional) Toggle on Encryption, select an encryption algorithm ([AES 128](#), [AES 192](#) or [AES 256](#)), and type in the passphrase, which can contain 10 to 79 characters.
10. Tap **Connect**. Your phone goes into the shooting mode. Then you can [control your Phone Camera](#).

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

FAQ

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

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

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


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

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

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


The phone indicates "No Phone Camera Created".

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

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

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

When you try to log in to your YouTube account, your login may fail with a message indicating that your account is not enabled for live streaming. In this case, you need to go to YouTube to enable live streaming for your account.

1. Log in to [YouTube](#) on your computer.
2. At the upper right corner on the YouTube home page, click  > Go live.
3. If you haven't, follow the prompts to verify your account.
You will be prompted to enter your country and phone number.

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

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

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

Glossary and Abbreviations

AES

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

FTB

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

GFX

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

RTMP

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

SRT

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