# Livestream Studio Surface Go User Manual

For use with Livestream Studio version 3.0

The Livestream Studio Surface Go is a compact hardware accessory that gives you external control of the fundamental features in Livestream Studio software.

Start by connecting the USB cable to the Surface Go and plugging it into a USB 2.0 port on your Livestream Studio system. The drivers will install automatically.

Launch Livestream Studio, or relaunch if it is already open. Some of the buttons on the Surface Go will light up slightly when the software has finished launching.

Note: You must have Studio version 3.0 or above to support the Surface Go.

| Name | Video Source | Audio Source | Surface |
|------|-------------|--------------|---------|
| CAM1 | DeckLink Mini Re ▾ | Embedded ▾ | S1 - T1 ▾ |
| CAM2 | DeckLink Mini Re ▾ | Embedded ▾ | S1 - T2 ▾ |
| CAM3 | DeckLink Mini Re ▾ | Embedded ▾ | S1 - T3 ▾ |
| REMOTE1 | Remote Cam 1 ▾ | Embedded ▾ | None ▾ |
| REMOTE2 | Remote Cam 2 ▾ | | None |
| | | | Surface Go 1 - Track 4 |
| | | | Surface Go 1 - Track 5 |

In Livestream Studio settings, navigate to the 'Inputs' menu. Under the 'Surface' column, you will assign five inputs to the five tracks on your Surface Go.

After saving your settings, the Surface Go will indicate which of your assigned sources are in Preview and Program. The track with the lit green 'PRV' button is in Preview. The track that has the lit red 'PGM' button is in Program.
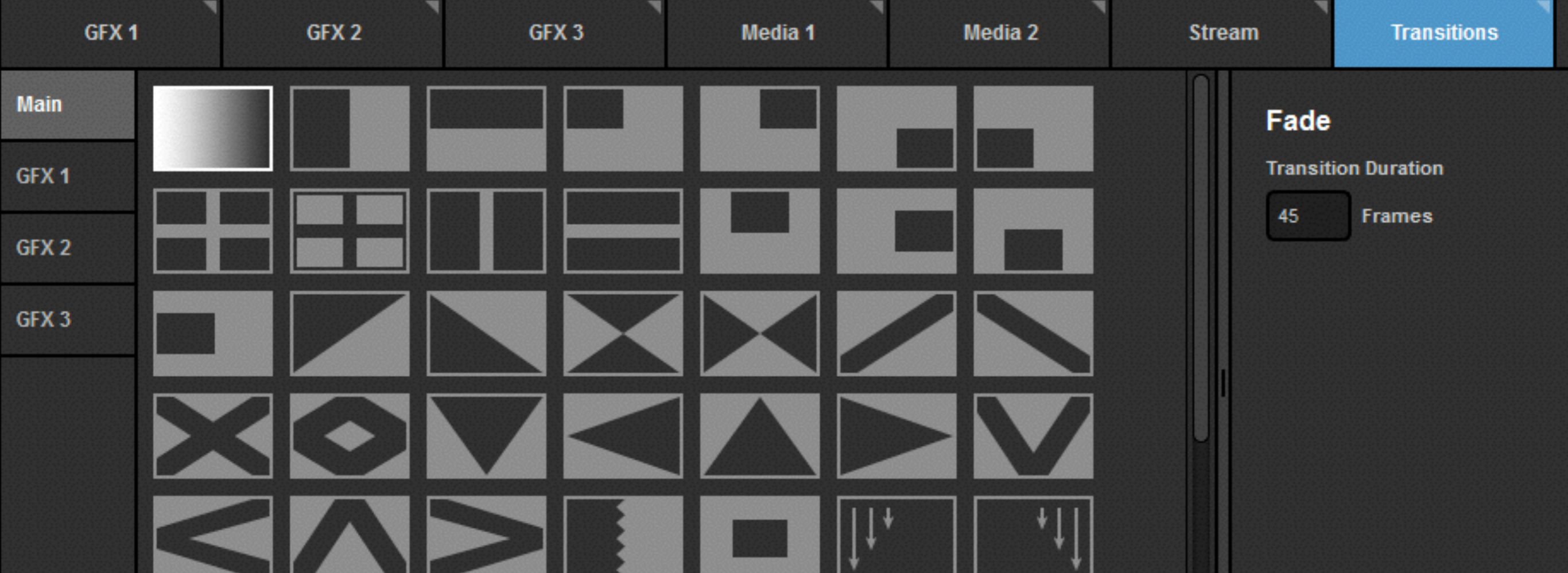
If you want one to put one of
your assigned sources into
Preview, press the corresponding
'PRV' button.

Similarly, to put a source directly into Program, press the corresponding 'PGM' button.
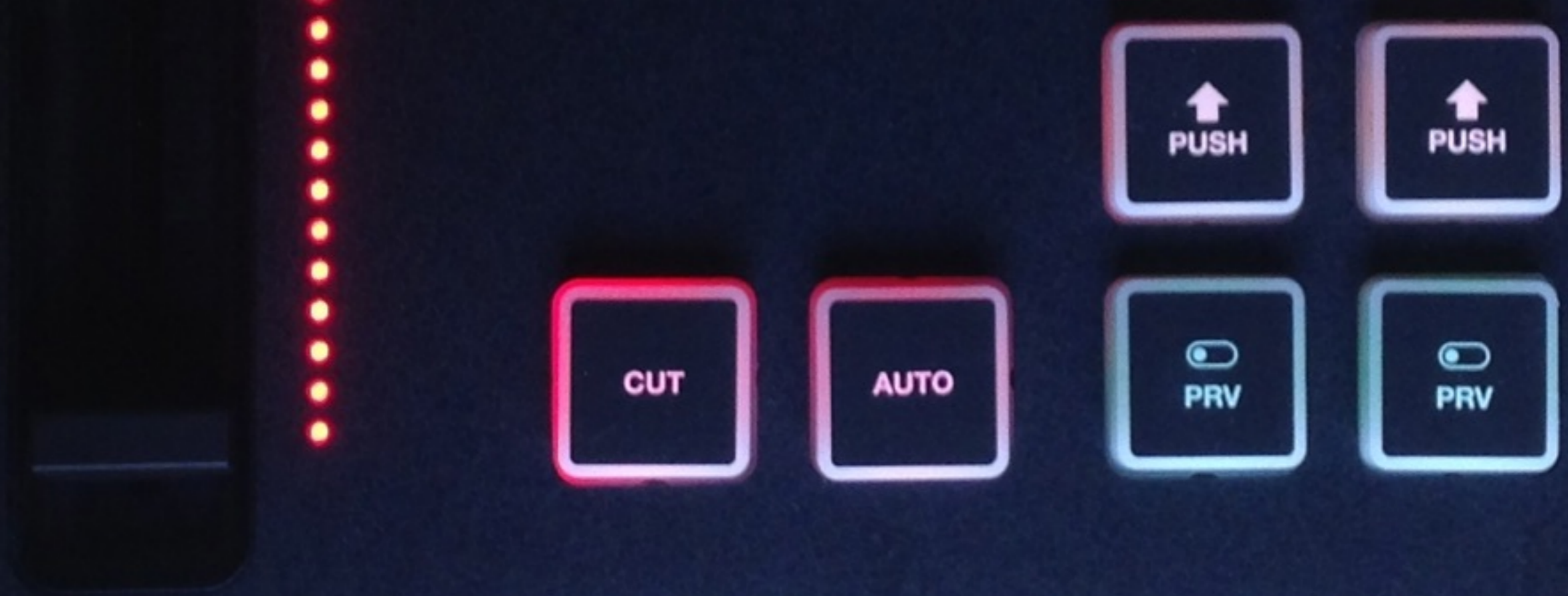
**live**stream

The Surface Go also includes 'Cut' and 'Auto' transition controls for switching sources between Preview and Program.

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The 'Auto' transition type and speed is determined in Livestream Studio under the '**Transitions**' tab.

The Surface Go also includes a mini T bar to execute a manual transition, allowing you to control the speed of a dissolve or wipe.

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The right side of the Surface
Go features the graphics
overlay controls for all three
graphics channels.

For any graphics overlay channel you want to put into Preview, press the corresponding green 'PRV' button. It will light up, indicating your graphic is now overlaying in Preview.

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When you are ready to push your graphics overlay into Program, press the flashing yellow 'PUSH' button.

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The red 'PULL' button will light up, indicating that the graphics overlay is in Program. Press it to remove the graphic from Program.

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Finally, the Surface Go includes buttons that allow you to start and stop your recordings and streams.

When you first press either button, they will light up red to indicate that they are active. Press the button again to stop the recording or streaming.

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# Settings: Support

CANCEL    SAVE

| Project Format | |
| --- | --- |
| Inputs | Support PIN: ▮▮▮▮ |
| Outputs | Support is available 7 days a week 9:30am to 8:30pm EST. For US support, call +1 (877) 977-8732 extension #2. For international call +1 (646) 490-1679 extension #2. When prompted, enter your support PIN. |
| Audio In | |

Have feedback, questions, or issues? Go to Livestream Studio settings and click on the '**Support**' tab for Livestream Support contact information.

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