Introduction

This topic guides you through installing (or upgrading) and activating Gameshow.

Topics

- Installing
- Uninstalling
- System Requirements

Installing

To install Gameshow, follow these steps:

1. Download the installer from the Website at: http://www.gameshow.net
2. Run the installer (.exe) program and follow the instructions provided
3. If you have an older version of Gameshow already installed on your computer, the installer upgrades to the newer version. Agree to the license terms and follow the instructions displayed by the installer program.

Uninstalling

To uninstall Gameshow, follow these steps:

1. Run the Gameshow installer (.exe) program.
2. The installer asks if you want to repair or remove the existing version. Select Remove to uninstall the existing version of Gameshow.
System Requirements

Operating System
- Minimum: Windows 7, 8, 10
- Recommended: Windows 10

Processor
- Minimum: i5 dual-core @ 2.3GHz
  **NOTE:** May be insufficient for 1080p+ or 60 fps workflows
- Recommended: i7 quad-core @ 2.8GHz+

Memory
- Minimum: 4GB RAM
- Recommended: 16GB+ RAM

Hard Drive
- Minimum: 2GB, 7200 RPM for record to disk
  **NOTE:** Additional hard disk space required for record to disk
- Recommended: 500GB+, Solid State OS Drive

Graphics Card
- Minimum: Intel HD, DirectX 11 capable
  **NOTE:** Insufficient for advanced Multi-Viewer workflows
- Recommended: Nvidia GeForce or AMD Radeon, 1GB+ video memory

Internet Connectivity
- Minimum: Open HTTP/HTTPS port 80, RTMP port 1935, port 7272 for Remote Desktop Presenter
- Recommended: If behind a firewall, check with your CDN for any sites to whitelist

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**Note:** You are strongly advised to run Gameshow using the Windows Aero Theme, which includes a hardware accelerated window manager. Problems may result if you use the Windows Classic Theme.

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**Internet Connectivity**
- Requires internet connectivity with HTTP/HTTPS port 80, and RTMP port 1935 open for streaming.
- For lowest quality (240p) streaming an upload rate of at least 650Kbps is required.
- 720p streaming requires an upload rate of at least 2500 Kbps.
- 1080p streaming requires an upload rate of at least 4500 Kbps.
- Consider lowering your canvas frame rate and/or streaming resolution to lower CPU usage.
• It is recommended that an upload rate of at least double the desired rate be available.
• External game play may also require a portion of your internet upload bandwidth.
• For Replay functionality, SSD drive for Replay storage is recommended.
• Internet connectivity with HTTP/HTTPS port 80, and RTMP port 1935 open for streaming.
• Upload rates:
  – 650Kbps minimum for 240p streaming.
  – 2500Kbps minimum for 720p streaming.
  – 4500Kbps minimum for 1080p streaming.

**Note:** Lowering canvas frame rate and/or streaming resolution decreases CPU usage. An upload rate of at least double the desired streaming rate is recommended. External game play may require a portion of your internet upload bandwidth.

**Minimum Recommended Hardware Specifications**
• Intel HD, NVIDIA GeForce, or AMD Radeon class graphics adapter that is DirectX 11 capable.
• Intel 'Sandy Bridge' Core i5 CPU @ 2.5Ghz or higher recommended for 720p streaming @ 30fps.
• Intel 'Sandy Bridge' Core i7 CPU @ 3.0Ghz or higher recommended for 1080p streaming @ 30fps. Note: 60 FPS streaming will result in increased CPU usage and a high bit rate (4Mbps or higher) for good quality.
• Minimum 4GB RAM, 2GB free hard disk space. Additional hard disk space required for recording to disk.

**Note:** Note: Using the web-based Widgets may increase memory usage significantly.

**Note:** Using 60 fps and 4Mbps (minimum) results in higher quality streaming, but it also increases CPU usage.

**Limitations**
• Some encoders may display grayed-out and cannot be selected. In Windows 7, if the integrated card is not connected to a monitor, you need to create a virtual display.
• Using SLI on a game, or using different adapters for a game and Gameshow, either of these will result in a slower capture path, which will lead to decreased performance, frame rate, and increased CPU usage.

**Hardware Accelerated Encoding Requirements**
• Intel Quick Sync Video encoding requires an Intel CPU with an Intel® QuickSync Video core. List of Intel CPUs supporting QuickSync.

NVIDIA NVENC encoding requires an nvidia GPU with Kepler architecture or newer. NVIDIA only maintains a general list of supported GPUs.
Welcome to Gameshow: Easy, powerful game streaming software.

This Quick Start Guide will show you how to get started using Gameshow.

**Note:** It is best to have your game up and running before you use this Quick Start guide.
When you first open Gameshow, a Welcome screen will display. You can take the time to Register or you can click Skip and register later.
Optionally, you can buy a Game show license by clicking *Buy* or you can enter a serial number if you have one by clicking *Have a Serial #*. Click *Start Streaming* when finished.

You are prompted to choose from one of several ways to start your broadcast. You can build your own template, or use a pre-made template.

*Visual watermark will appear on output when streaming OR recording over 720p30 at 1256kbps*
If you want to build your own, you can select a *blank* document that lets you fully customize your stream. Or, you can select a *game* document to stream just your game. You can also select a *game and camera* document, which will incorporate your Webcam.

![Select a document template](image1.png)

If you do not want to build your own template, you can select a pre-made template for one of many popular games. In this example, the *Grand Theft Auto* template is selected.

![Select the Grand Theft Auto template](image2.png)

Click Next to continue.
When the Template Configuration window displays, configure your template. Choose between Twitch and YouTube, as your broadcast destination. If you are using a Blank document, make sure to include an accurate game title so you can be discovered by your followers. Select also the Encoder, Encoder Settings, and the server to be accessed (applies Twitch only). Click Next when finished.

Select Game Source Type (PC or Controller), select a process and window that is used, then select a camera and microphone. Click Next when finished.
The Gameshow interface, displays a *Preview Window* where you can develop your shots before going “live”, a *Live Window*, and three *Master Layers* where you set up your shots (scenes).

If you are using a pre-made template (like Grand Theft Auto), all of your shots (or scenes) are automatically placed on layer number two. Gameshow detects and inserts your game into each shot.
Though there is no correct way to set up your layers, it is important to keep in mind that each layer will overlay any layers below it. For example, whatever element is on the top layer will be shown above all other elements on other layers.

It works the same for layers within shots. If you want to customize a specific shot (or scene), double-click the shot to open the Shot Editor to enable dynamic editing.
When the shot editor opens, you can interact with each element in the shot. For example, if you move the Grand Theft Auto shot above the camera shot, the camera shot disappears.

To edit any specific element within a shot, click the element to select it. You can select it in either the Shot Layers menu or in the Shot Preview window.
When you select a shot element, you can adjust its physical properties like scale, crop and audio in the shot layer properties menu. You can also click and drag the shot to another location in the preview window.

If using a Green Screen, you can "key-out" your background with Chroma Key Properties.
Click the Additional Properties tab to adjust source specific properties. For example, when the camera is selected (in the Shot Layer menu in the first tab), you can adjust its video settings and frames per second.

Select the Social Media widget.
You can adjust the social media text that appears in the display.

There is also an option to add Twitch widgets associated with your Twitch gamer ID. In the shot layers window, click the plus button and hover over the Twitch widgets option and select a widget to include.
This will open a window where you can customize your widget. When done customizing, click OK.

After the Customization window closes, you can make adjustments in the Shot Editor window just like any other element within your shot.
Once you have set up your shots, send your new edited shot “live” using the Go Live button. Click the Stream button to begin streaming to your followers. You can also record a video of your gameplay by clicking the Record button.

If you need to take a break at any time, just send your Be Right Back (BRB) screen “live” by selecting the BRB shot (which places it in the Preview window), and then by clicking the Go Live button (which places the BRB shot in the live window where it is streamed to your followers).
Now that you have finished these simple steps in this Quick Start Guide, you are now ready to stream live to your followers.

*That’s Gameshow: Make streams worth watching!*