

Codec load

Broadcasting the desktop to a streaming service requires capturing the desktop, converting the video and transmitting it over the Internet.

Suggested codec: [H.264](#)

Aims

1. Don't spend too much on hardware (try low-end)
2. 720p@25fps
3. Render, convert and broadcast on a single device
4. (1080p@60fps in the long run)

Open Broadcast Software (OBS)

- Open source (on [Github](#))
- Probably requires compiling
- Twitch plays Pokémon uses it

Reading

- [OBS: Homepage](#)
- [OBS: Stream Settings Estimator](#)
- [Live Streaming Video using AVConv and the Raspberry Pi \(from 2013\)](#)
 - Uses some obsolete and basic commands but might be helpful for low-end device settings

Tests with ffmpeg / avconv

Codec

- Test H.264 configurations
- Look one that's fast on the CPU
 - Some programs may support GPU
- In a second step mind the network usage

Reading

- [FFmpeg Wiki: Encode H.264](#)
- [FFmpeg Wiki: Encoding for streaming sites](#)
- [Arch Linux Wiki: Streaming using twitch.tv](#)
- [Stack Overflow: Calculating CPU usage of a process in Linux](#)

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