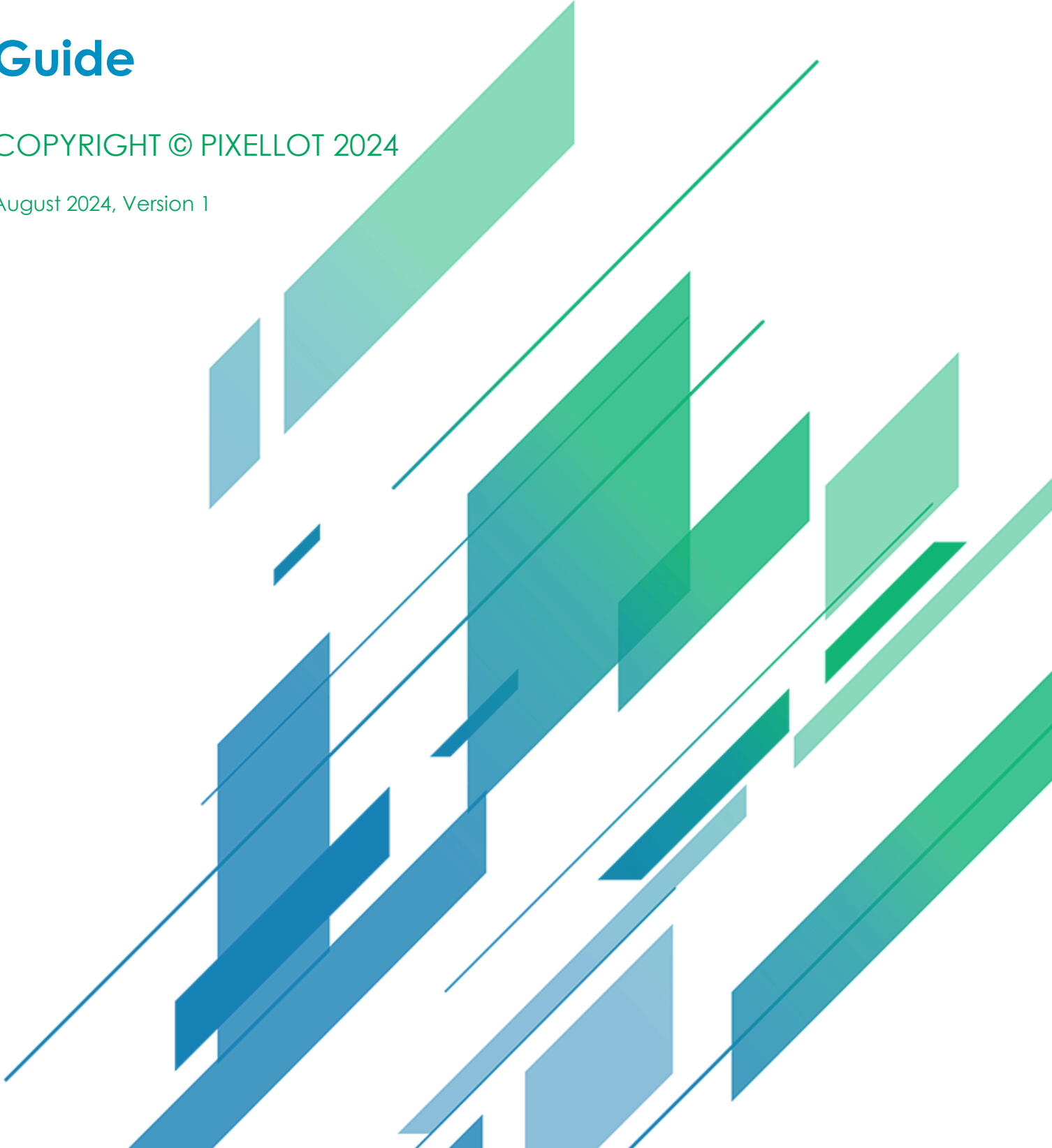


# Air Camera Live Streaming Guide

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To get started with Live Streaming the Pixellot Air camera, follow the instructions below.

## **Sections**

### **Pre-Event Planning- Network Connection-** Page 3

- Connecting Via WIFI- Page 3
- Connecting Via Hardline Cable- Page 7 (Pixellot Preferred Method)
- Connecting to a Hotspot- Page 8
- Connecting Via LTE USB Stick- Page 12

### **Starting a Live Stream-** Page 13

### **Viewing the Live Stream-** Page 17

### **Recommended Hardware -** Page 18

### **Estimated Data-** Page 19

### **FAQ's/Troubleshooting-** Page 19

## Pre-Event Planning- Network Connection

To live stream with the Pixellot Air camera, a stable internet connection is required. This connection can be through a venue network, a mobile hotspot or an LTE USB stick. Without a stable connection, live streaming will not be possible. A minimum upload speed of 4 mbps is required. For the best results, we recommend at least 8 mbps upload speed. Internet speed can fluctuate throughout the event.

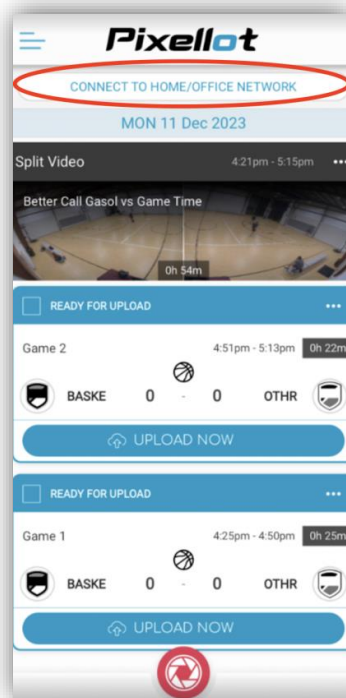
\*Note- The Pixellot Control app Performance Test is a separate test from a common speed test. The Performance Test evaluates the connection to the server the live stream will be going to and takes into account other factors including network latency and environment conditions (indoor vs outdoor live stream and connection type). Because of this difference, the Pixellot Performance Test could show different uploading results in comparison to a traditional speed test application.

## Connecting to Venue Network

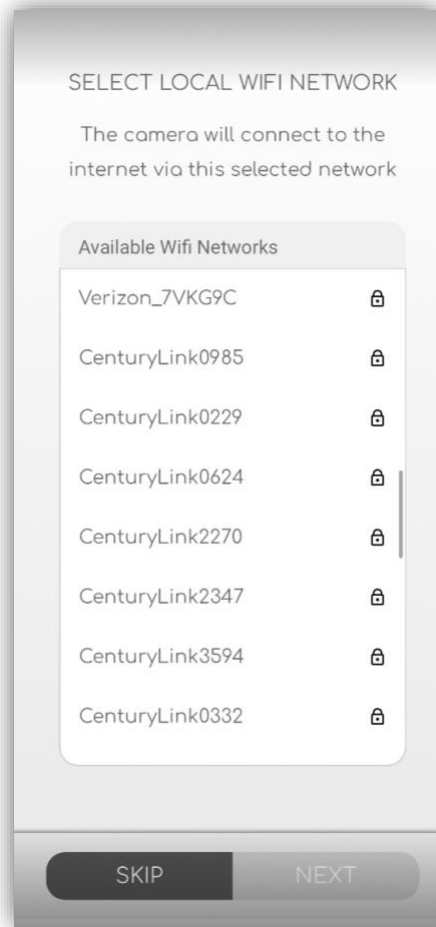
Connecting to a venue network can be done either via WIFI or hardline connection using an ethernet cord.

### Connecting Via WIFI

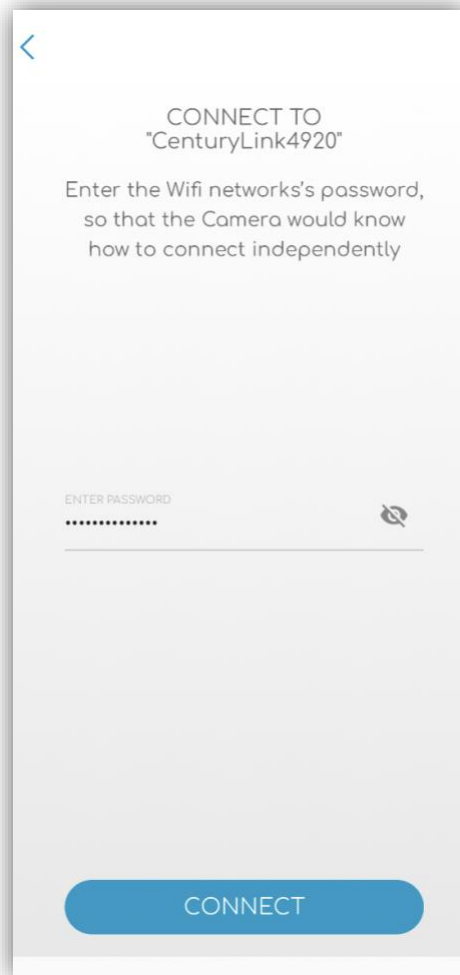
1. Open the Pixellot Control app and select Connect to WIFI Network at the top of the main menu.



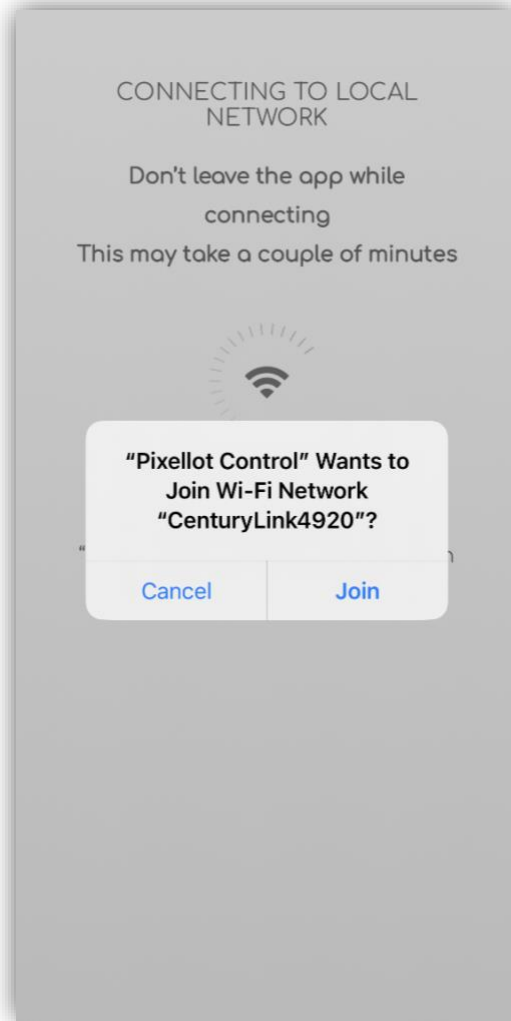
2. A list of network options will show, select the network you'd like to connect to.



3. If a password is required, enter it accordingly.

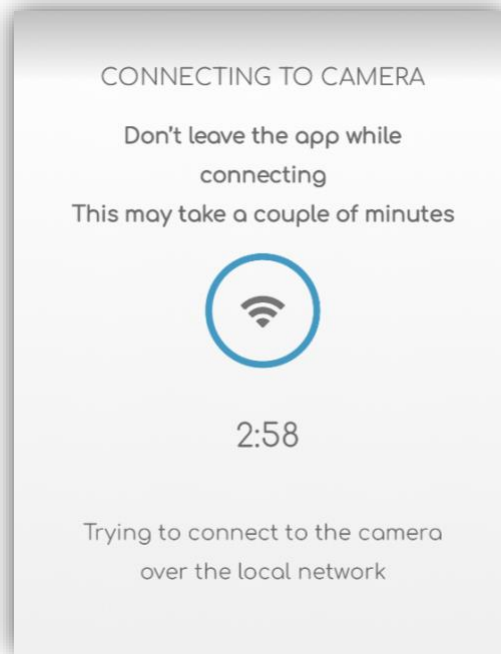


4. The Control app will ask to join the selected network. Select Join.



5. A countdown screen will then show. Do not leave the app while the camera attempts to connect to the network.

*\*Note- A strong network connection is required for this. A minimum 4 mbps Upload is required for connection.*



6. Once the camera is connected to the venue WIFI, the LED lights on the front will show green and blue. The Control app will automatically go back to the main menu. You can now go to the recording screen and start a live stream.

### **Connecting via Hardline Cable- Pixellot Preferred Method**

The Air camera can be connected to a venue network using an ethernet cable. Typically this is more stable than a WIFI connection although it is difficult to find available ethernet ports in most facilities.

1. Connect the ethernet cable to the back of the Air camera and plug the other end into the available ethernet port.
2. The Air camera's front LED lights will turn to blue once the connection is made. *\*Note- If the camera is not connecting, try turning it off and on with it still connected via ethernet.*

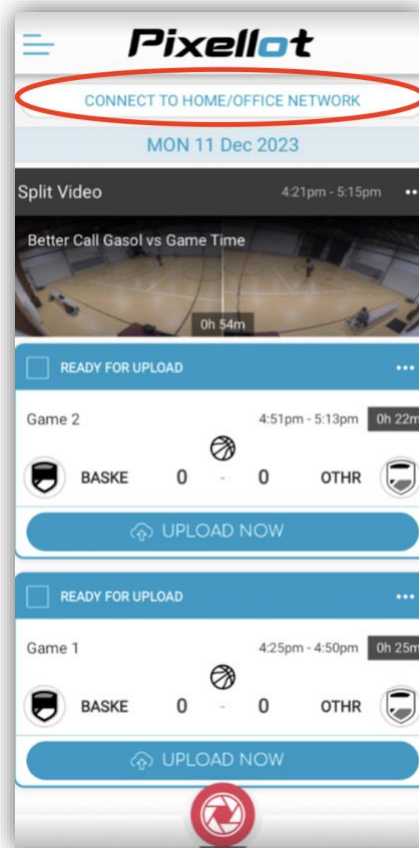
## Connecting to a Hotspot

The Air camera can be connected to a mobile hotspot or a phone's hotspot that is not connected to the camera. A phone that is connected to the camera and is being used by the Control app **can not** be used for hotspot connection.

For hotspot recommendations, see the Hardware section of this guide at the end. A sim card with a data plan is required as well for a mobile hotspot.

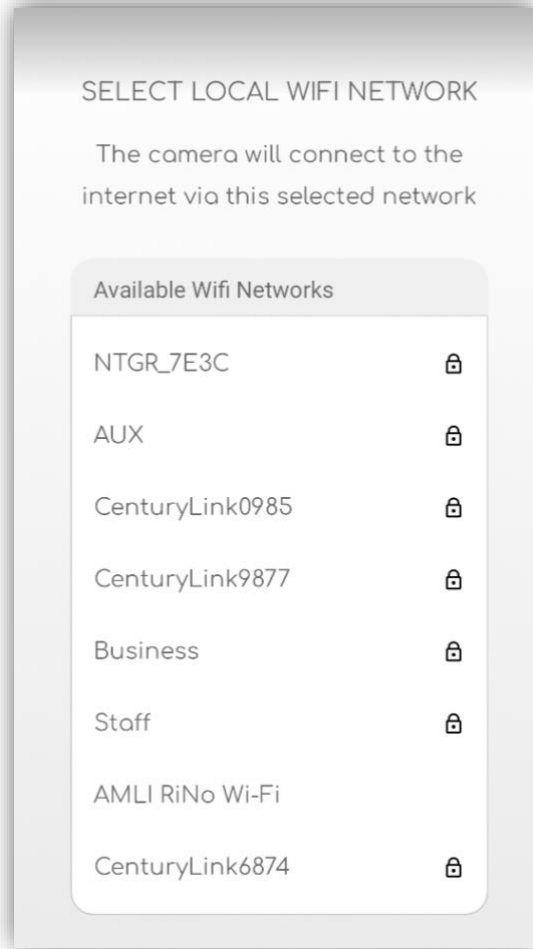
## Connecting a Mobile Hotspot or Phone Hotspot

1. Open the Pixellot Control app and select Connect to Wifi Network at the top of the main menu.





2. A list of network options will show, select the hotspot you'd like to connect to.



3. If a password is required, enter it accordingly.

CONNECT TO  
"NTGR\_7E3C"

Enter the Wifi networks's password,  
so that the Camera would know  
how to connect independently

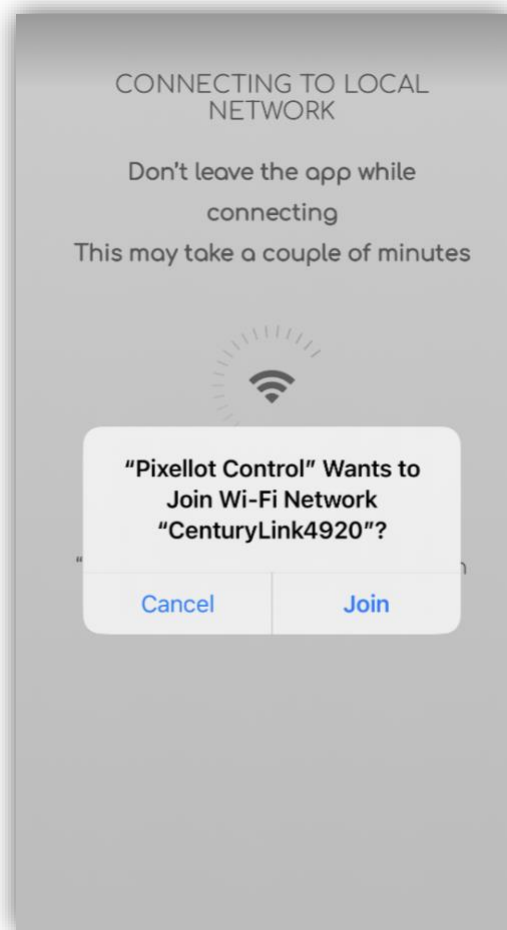
ENTER PASSWORD

\*\*\*\*\*

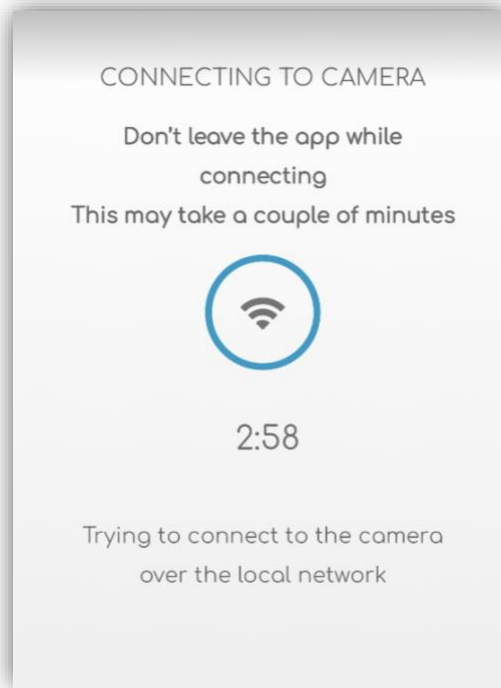
CONNECT

The image shows a vertical rectangular screen with a light gray background. At the top, the text "CONNECT TO" is centered above the network name "NTGR\_7E3C" in quotes. Below this, a paragraph of text explains the purpose: "Enter the Wifi networks's password, so that the Camera would know how to connect independently". Further down, there is a label "ENTER PASSWORD" above a password input field containing seven black dots. To the right of the input field is a small icon of a crossed-out circle. At the bottom of the screen is a blue rounded rectangular button with the word "CONNECT" in white capital letters.

4. The Control app will ask to join the selected network. Select Join.



5. A countdown screen will then show. Do not leave the Control app while the camera attempts to connect to the network. *\*Note- A strong network connection is required for this. A minimum 4 mbps Upload is required for connection.*



6. Once the camera is connected to the venue WIFI, the LED lights on the front will show green and blue. The Control app will automatically go back to the main menu. You're then ready to go to the recording screen to start a live stream.
7. If your mobile hotspot has an ethernet port, you can also connect it to the Air camera using an ethernet cable. This can provide a more stable connection than a WIFI connection in most cases.

## **Connecting via LTE USB Stick**

Using the back USB port on the Air camera, an LTE USB stick can be attached. A sim card with a data plan will also be required for this. For recommended LTE USB sticks, see the hardware section at the end of this guide.

1. Connect the LTE USB stick to the back of the Air camera.

2. Turn the camera on.
3. Once connected, the front LED lights will turn to blue. It may take a few seconds for the network to connect.

## Starting a Live Stream

Once the Air camera is connected to a network and the LED lights are showing blue, you're ready to start a live stream.

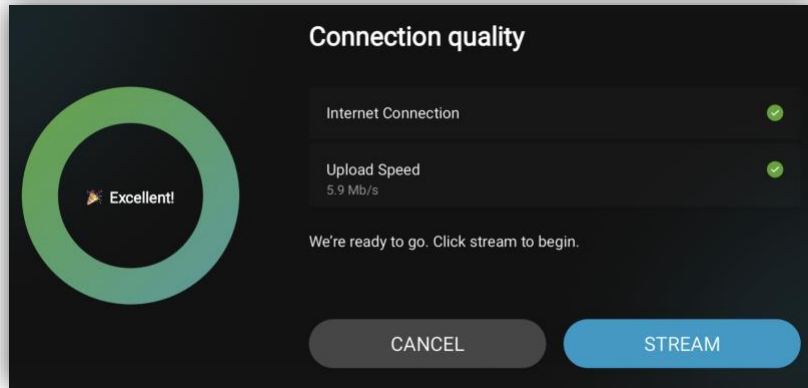
1. Open the Control app and go to the recording screen. Select the Go Live button in the bottom left corner.



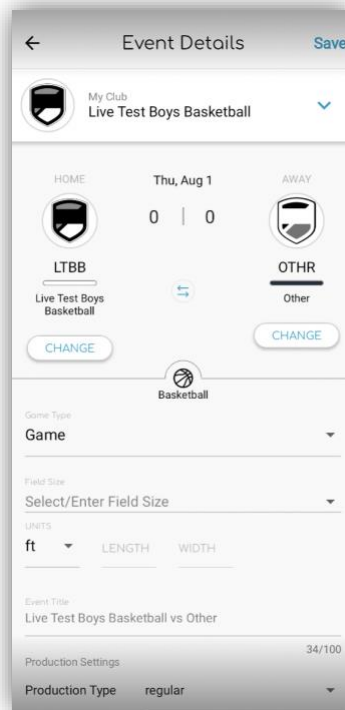
2. A speed test screen will then show measuring the strength of the upload speed. If you have a strong enough connection (4 mbps or higher) you'll have the ability to live stream. If your connection is 4 mbps or lower, you will not have the ability to live stream due to poor internet connection. You can of course still record and upload the game after. For the best results, we recommend 8 mbps upload speed for live streaming. The bandwidth strength can fluctuate throughout the event.

\*Note- The Pixellot Control app Performance Test is a separate test from a common speed test. The Performance Test evaluates the connection to the server the live stream will be going to and takes into account other factors including network latency and environment conditions (indoor vs outdoor live stream and connection type). Because of this difference, the Pixellot

Performance Test could show different uploading results in comparison to a traditional speed test application.



3. Once selecting Stream, you'll see the Event Details screen. Fill this out accordingly.



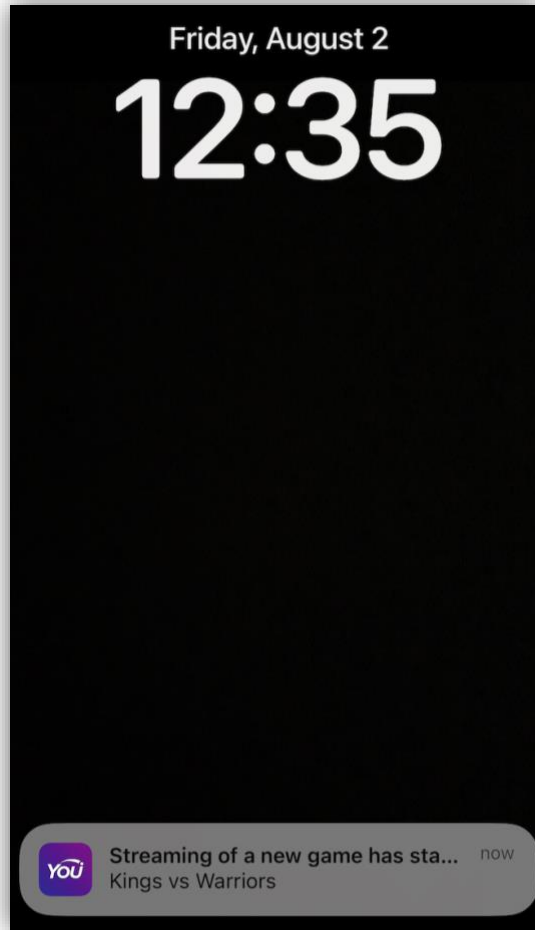
- Next, you'll see the confirm placement screen. Make sure your camera is setup on the tripod and ready to stream before selecting Confirm. The camera should be setup at mid field/court with the tripod nearly maxed out in height with no objects obscuring the view.



- Finally, you'll see the Start Live screen. Once you're ready to start live streaming, select Start Live. A live stream can take a few minutes to start, please be patient. We recommend **starting the live stream 15-20 minutes before your event** to prevent missing any action.



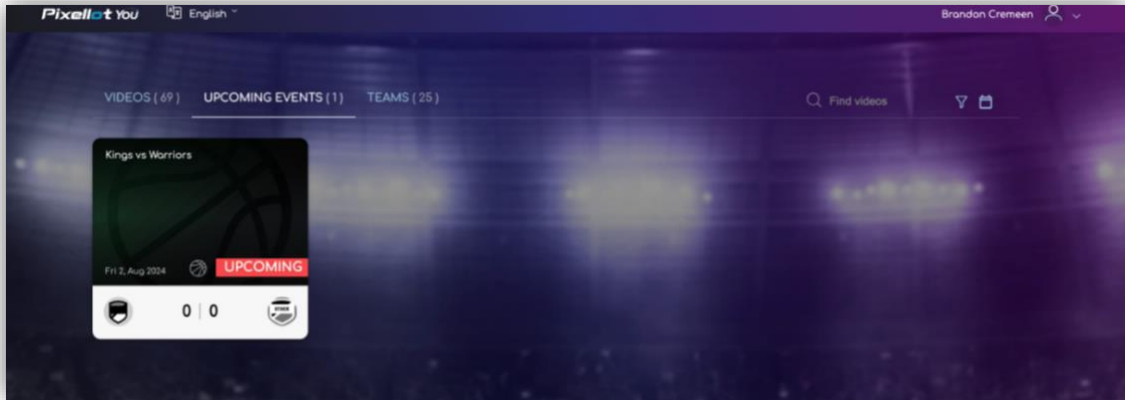
6. Once you've started the live stream, you may close out the Control app. You will receive a notification from the Pixellot You app once the stream is live and viewable. All members part of the Pixellot You Team will receive the notification if they have the You app downloaded and are logged in.



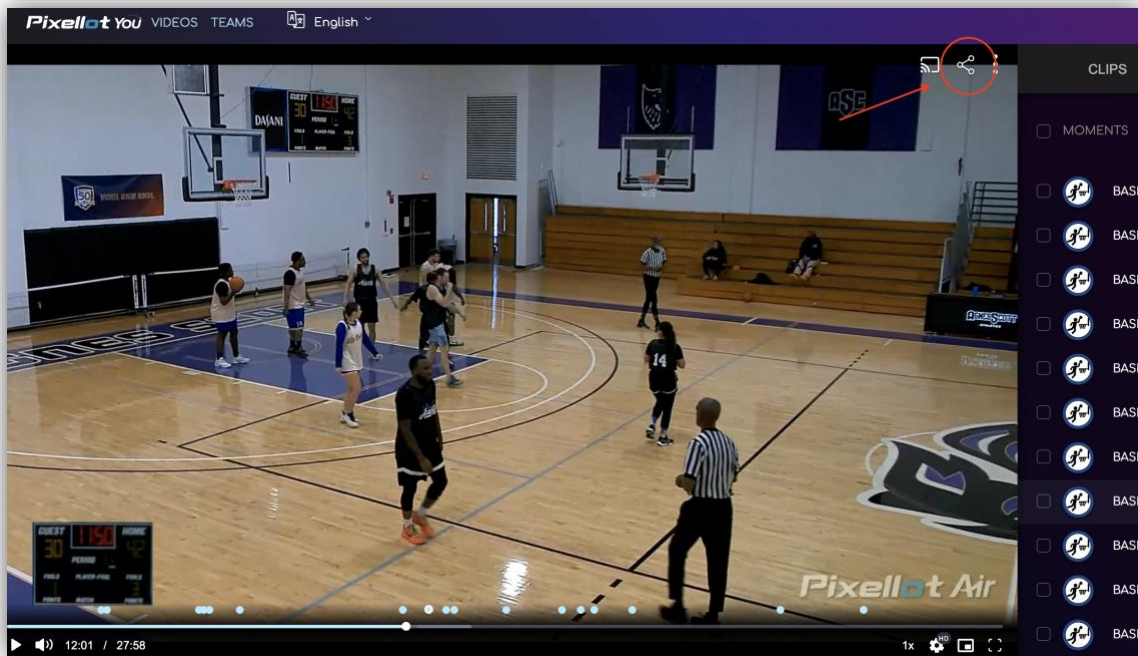


## Viewing

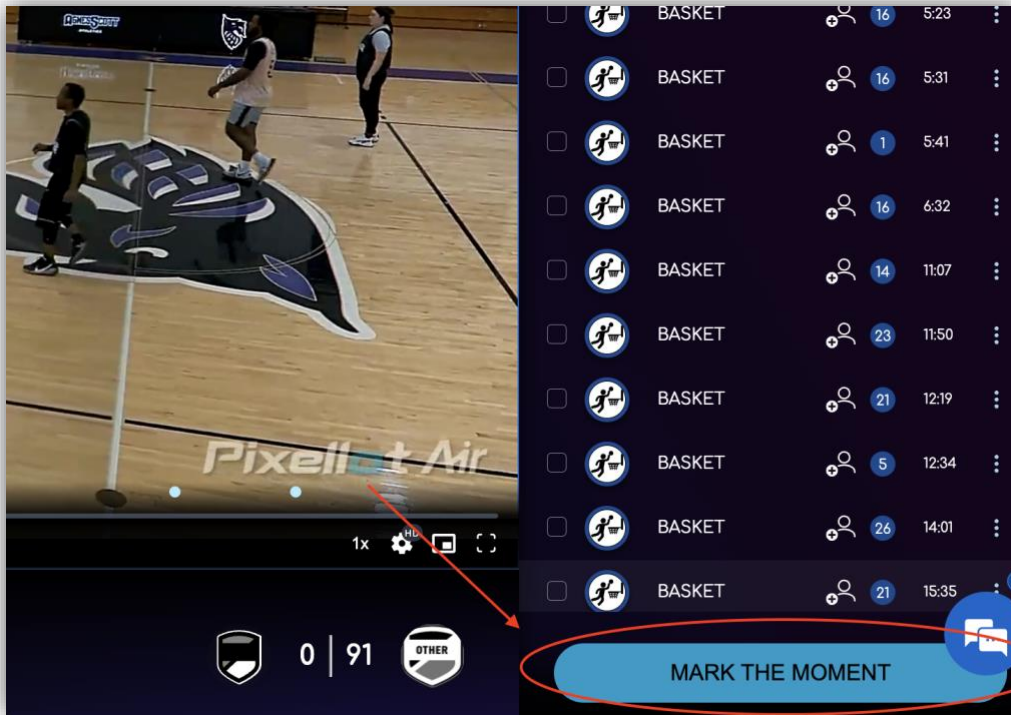
Live streams can be viewed, shared and clipped through the Pixellot You app or Pixellot You web viewer.



Live streams can be shared using the share link top right of the game.



Moments can be tagged within the You platform while watching the stream live.



### Post Live Stream

Once the live stream has ended, the game will save to your Pixellot You account automatically and VidSwap if you're utilizing this platform. Automated moments (available for basketball and soccer) and panoramic view will not produce for the game but the game does save locally to the Air camera's memory and can be uploaded after the event separately. Automated moments will then produce as they normally do along with the panoramic view.

### Recommended Hardware

Mobile Hotspot- [NETGEAR Nighthawk](#)

LTE USB Stick- [Inseego USB8](#)

Sim Card- Any sim carrier should work. We recommend an unlimited data plan to avoid any data restrictions.

## Estimated Data Usage

1 hour of a live streamed event equals about 9GB of data usage.

## FAQs/Troubleshooting

If you're experience issues, please contact our 24 hour support team via email:  
[you.support@pixellot.tv](mailto:you.support@pixellot.tv)

### **Connectivity**

#### What happens if I lose internet connection while streaming?

- The recording is still going and will save locally to the camera. You can upload it after the event if you'd like. If you'd like to try live streaming again, re-establish your internet connection and start a new event. If the connection hasn't improved, you won't be able to live stream.

#### If I have low or no bandwidth, can I live stream?

- The minimum internet speed requirement is 4 mbps upload, if you have slower internet than this or no Internet, the streaming is not possible. You can always do a local recording and upload it later.

#### I can't find a strong enough internet connection at the venue, what can I do?

- **Use a Wired Connection:** Connect via ethernet cable to the back of the Air camera and the other end to a source of internet.
- **Manage Network Usage:** If possible, reduce the number of devices using your network during the live stream to maximize available bandwidth.
- **Test Under Different Conditions:** Try changing your internet connection source. If you're using a Wifi connection, use a hardline connection instead and vice versa.

If no internet is available, you won't have the ability to live stream but you can of course still record offline as normal and upload your game after the event.

#### Can I use my phone's hotspot as a source of internet?

- Yes, but it'll need to be separate from the one you're using for connection and operation with the Air camera.

#### Can I use a mobile hotspot as a source of internet?

- Yes. You will need a stable internet connection to connect and live stream successfully.

#### How can I check my internet speed during the ongoing stream?

- In the top right of the recording screen, you'll see Excellent, Ok or Poor depending on your bandwidth strength. This can fluctuate throughout the event.

Can I reconnect to another internet source when the live stream is in progress?

- No, the stream will end due to no internet connection.

My speed test shows a stronger connection than the Pixellot Performance Test screen, why is this?

- The Pixellot Control app Performance Test is a separate test from a common speed test. The Performance Test evaluates the connection to the server the live stream will be going to and takes into account other factors including network latency and environment conditions including indoor vs outdoor live stream and connection type. Because of this difference, the Pixellot Performance Test could show different uploading results in comparison to a traditional speed test application. The Pixellot Performance Test screen shows a more accurate result of your ability to live stream.

**Viewing/Sharing**

How long until the live stream shows in the Pixellot You app once starting it?

- About 5-10 minutes. We recommend starting your live stream 15-20 minutes before the event starts to prevent any action being missed.

Is there a delay on the live stream?

- Yes, there is about a 5-minute delay.

How can I share the live stream?

- The live stream can be shared from the share link available in the You platform and You app.

How to share via You App

- Launch the You App and log into your account
- Find the stream and open it
- Press the Share button at the top right corner of the video
- Choose the preferred option to share a game

How to share via Web

- Log into your account here <https://you.pixellot.tv/my/auth/login/>
- Find the stream and open it
- Press the Share button at the top right corner of the video
- Choose the preferred option to share a game

Can I live stream to YouTube, Facebook or another third party website?

- This is a functionality that will be added in the near future. Currently, you can share a link to the stream directly to the viewers to be watched on the You platform.

## Video Quality

The video quality of my live stream is poor (choppy, grainy, pixelated), why is this?

- Check your internet connection, maybe your internet speed has decreased or dropped. The internet connection can fluctuate.

The stream has frozen, what do I do?

- Check the internet connection. If the connection is poor, try reconnecting to the network or trying a new internet source. If the stream doesn't continue, start a new one.

The scoreboard is not in frame, what do I do?

- If a scoreboard is available at the venue, it'll be added to the live stream. If the scoreboard appears out of frame of view on the live stream, the camera was most likely moved. Please ensure the camera is in a stable position during the whole stream. To align the scoreboard in the frame, you can stop the current stream and start a new one.

The video is too dark or too bright, what do I do?

- Connect to the camera with your phone via Control app and go to the streaming screen, move the brightness slider to the left or to the right until the brightness level is to your satisfaction. Please note that some time is needed for changes to be reflected on the stream.

## General Questions

What is the maximum length of a live stream?

- Maximum is 3 hours or until it is stopped.

When live streaming, does a copy save to my camera?

- Yes. It will save at the same quality presented in the live stream.

Should my phone be connected to the camera while it is streaming?

- Once the live stream has started, you can disconnect your phone from the camera, you will need to connect back to the camera to stop the stream.

How long in advance should I start the live stream?

- We recommend starting the live stream a minimum of 15-20 minutes before the event to avoid missing action.

What happens to my live stream if I reach the 3-hour max?

- The live stream will end but the recording will continue. You can trim and upload the recording after the event.

If you're experience issues, please contact our 24 hour support team via email:  
[you.support@pixellot.tv](mailto:you.support@pixellot.tv)