

Luki #1

Quick Start Guide

Thanks for purchasing Luki #1. The following guides you how to set up.
Hope this device will bring you nice digital experience.

Luki #1 - just plug to your Android mobile phone, no need install driver, you can use any 3rd party App wich provides USB UVC to capture or stream your HD video source.



1. USB3.0 Type- A port – To connect to your phone

Note: It is important to use OTG type cable. The included cables are OTG cables, if you use normal usb - data cable it will not work.

2. LED – Will be on when connect to phone or power source.

3. HDMI input port – Connect video source with HDMI cable.

4. HDMI output port – Connect to Monitor to show the input video.

5. Optional Power input - Connect to 5V power with Micro-USB to USB cable.

Note: It is not necessary, but you will extend the battery lifetime of your phone.

You can use your Luki #1 on Android, PC and MAC:

Android:

1. Connect Luki #1 to your phone with USB to Micro-USB/USB-C OTG cable.
It is important to use OTG cable. Your phone must be set in OTG mode, therefore an OTG cable is necessary. If you use „normal“ data cables it will not work. Please use included cables.
2. Connect video input source with HDMI cable.
3. Connect optional Power input to 5v USB. It is not necessary to run Luki #1.
If you will not connect the Power input, Luki #1 will be powered from your phones battery.
This will reduce the battery life of your phone.
4. Open your APP and start recording or streaming.

Luki #1 is able to work with any application which support UVC.

In most applications you can set resolution and bitrate.

Lower the resolution and bitrate to get less latency.

Latency and performance depends on the phone you are using.

If you use micro-USB the data rate is limited to 60 Mb/s, therefore you will not have the best image quality. To get the best quality, use a phone with USB-C input.

Applications we recommend:

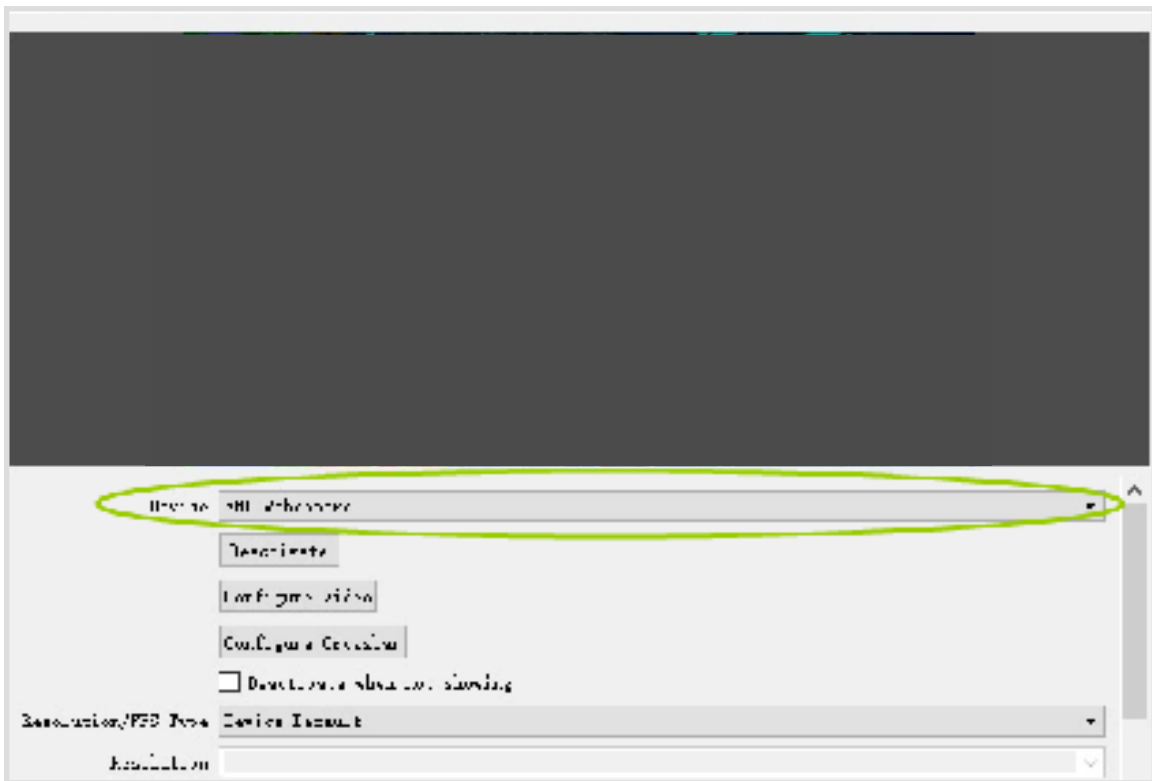
<http://www.camerafi.com>

Cloner Alliance Video Capture / Recorder

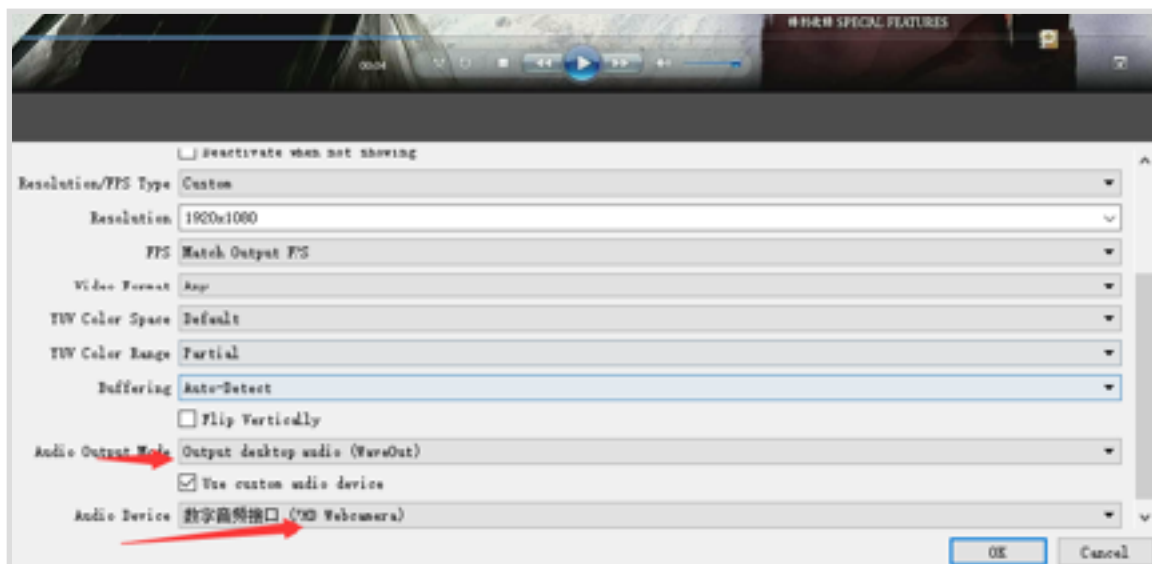
USB CAMERA

For example with OBS Studio:

1. Connect Luki #1 to computer with USB3.0 cable, and connect video source with HDMI cable, windows will install the driver automatically, will see “FHD Camera” in device manager.
2. Run OBS Studio, Click “+” icon under “Sources” window, and select “Video Capture Device”, then select “FHD Camera” in the drop box next to “Device”:

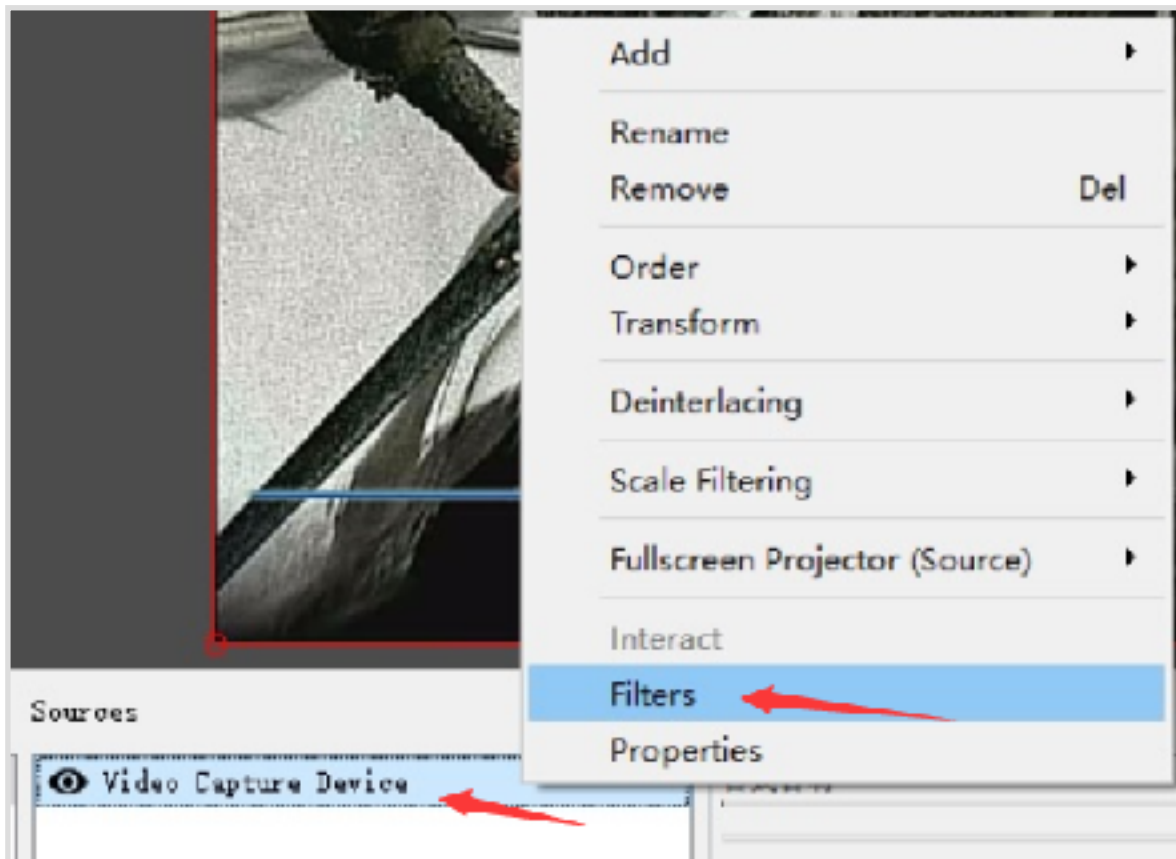


3. At Set Audio Output Mode to “Output desktop audio (WaveOut), Audio Device to “FHD Webcamera”:

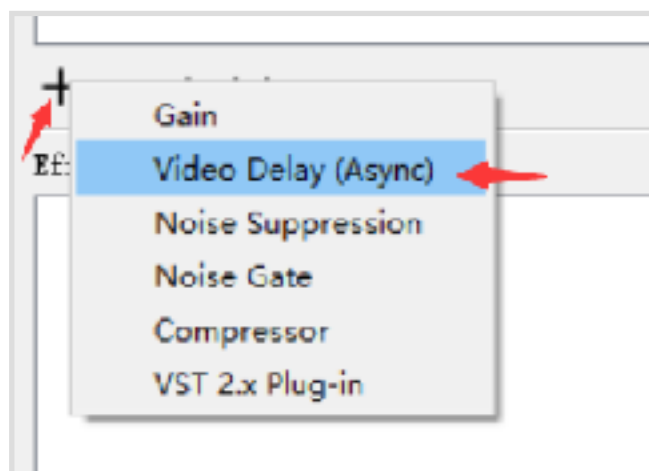


4. Set the video latency for make the audio and video synchronized:

4.1 Right click “Video Capture Device” then click “Filters”:



4.2 Click to add “Video Delay (Async)” :



4.3 Set it to 470ms (adjust until you found the audio and video synchronized):



5. Record or stream video:

You can also work with other applications (VLC, Media encoder, Protplayer...):
Just run the application then choose capture device.



SPECIFICATIONS:

Connections

| | |
|----------------------------|-----------|
| Interface | USB 3.0 |
| Power Input | Micro USB |
| Video Input, Output | HDMI |
| Audio Input, Output | HDMI |

Hardware Extra

| | |
|-------------------|--------------|
| Dimensions | 95.5x57x16mm |
| Weight | 56g |

Package Contents

| | |
|---------------|--|
| Device | Luki #1 |
| Others | USB3.0 cable, USB-C to USB OTG adapter, Micro-USB to USB OTG cable |

Standards

| | |
|---|--|
| OS support | Windows 7,8,10, OS X 10.9 or later, Linux |
| Resolution | 720 x 480 (60p), 720 x 576 (50p), 1280 x 720p (50p), 1280 x 720p(60p), 1920 x 1080 (50i), 1920 x 1080 (60i), 1920 x 1080 (24p), 1920 x 1080 (25p), 1920 x 1080 (30p), 1920 x 1080 (50p), 1920 x 1080 (60p) |
| Software compatibility: | OBS Studio (windows,OS X); Windows Media Encoder (Windows); Adobe Flash Media Live -Encoder (Windows, OS X); Real Producer Plus (Windows); VLC (Windows, OS X, Linux); QuickTime Broadcaster (OS X); QuickTime Player (OS X); Wirecast (Windows,OS X); vMix(Windows); Potplayer(Windows)and etc. |
| Development interface compatibility: | DirectShow (Windows), DirectSound (Windows),V4L2 (Linux), ALSA (Linux) OS X (QuickTime) |
| Record Quality | Max 1080P 60fps |