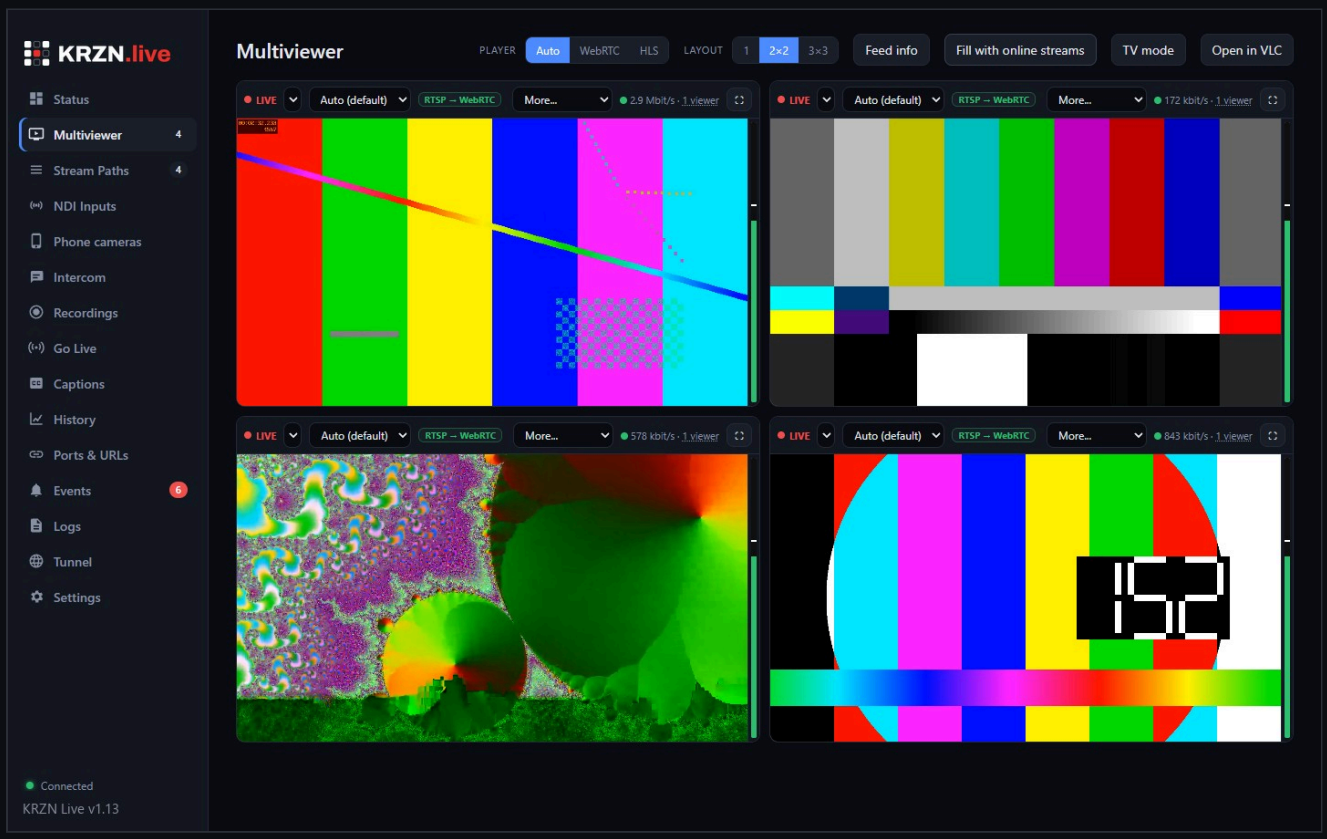
PRODUCT OVERVIEW

Live video for multi-site events

Receive cameras, phones and remote locations on one Windows computer. Record every camera, clip the best moments, route them to production, and broadcast to every platform on a schedule.

SUPPORTED PROTOCOLS

SRT	RTMP	RTMPS	RTSP	WebRTC	HLS	Media-over-QUIC	MPEG-TS	RTP	NDI



Flagship features

Eight capabilities that set the system apart. Each is described in full in the section shown.

SCHEDULED STREAMING — See 3.1

Go Live to Facebook and YouTube on a schedule

Plan events once. At the set time the program goes out to every page and channel, live or pre-recorded, from your own cloud server.

30 s buffer rides out internet cuts at the venue

REMOTE CONTRIBUTION — See 1.1, 1.2

Studio-quality feeds from the field

Reporters, guests and remote sites send video at full encoder quality, from a phone link or any encoder, ready to cut into the program.

< 1 s delay with WebRTC, lost packets resent with SRT

REMOTE ACCESS — See 2.1, 2.4

Reachable anywhere, direct or through the cloud

Use port forwarding where the router allows it, or the built-in cloud tunnel where it doesn't. No static IP needed.

2 routes direct and cloud, with live status

PRODUCTION — See 1.3

Every feed straight into the switcher

Each site appears as a named NDI source in vMix, OBS or TriCaster on the local network, with no capture cards.

NDI one source per feed, decoded on the graphics card

RECORDING AND CLIPS — See 3.3, 3.4

Every camera recorded, every moment clipped

Each source is recorded in its own file. Replay while it records, mark the best moments and save clips sized for social media.

1 click clips of the last 30 s, 2 min or 5 min

PHONE CAMERAS — See 1.2

Any phone becomes a live camera

Scan a QR code or open a link in the phone's browser. Its picture arrives as a regular feed: recorded, shown in the multiviewer and sent to the switcher.

No app nothing to install on the phone

RELIABILITY — See 4.3

Stays on air when a computer fails

A standby computer takes over the tunnel, recordings and outputs automatically after a power cut, crash or network loss.

~8 s automatic takeover, no operator action

DIAGNOSTICS — See 4.6

Every connection drop explained

Each site logs its drops with their cause, from the router and Wi-Fi to the internet provider and the cloud, viewable from any phone.

9 causes identified, kept for 90 days

Contents

01 Video in and out

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1.2 Phone cameras
1.3 NDI output and inputs
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1.5 Always-on feeds
1.6 Forwarding and camera proxy
1.7 Outputs for VLC and mosaic

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2.2 Cloud edge for remote sites
2.3 Site pages
2.4 Port forwarding and routes
2.5 Presets

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3.2 Live captions
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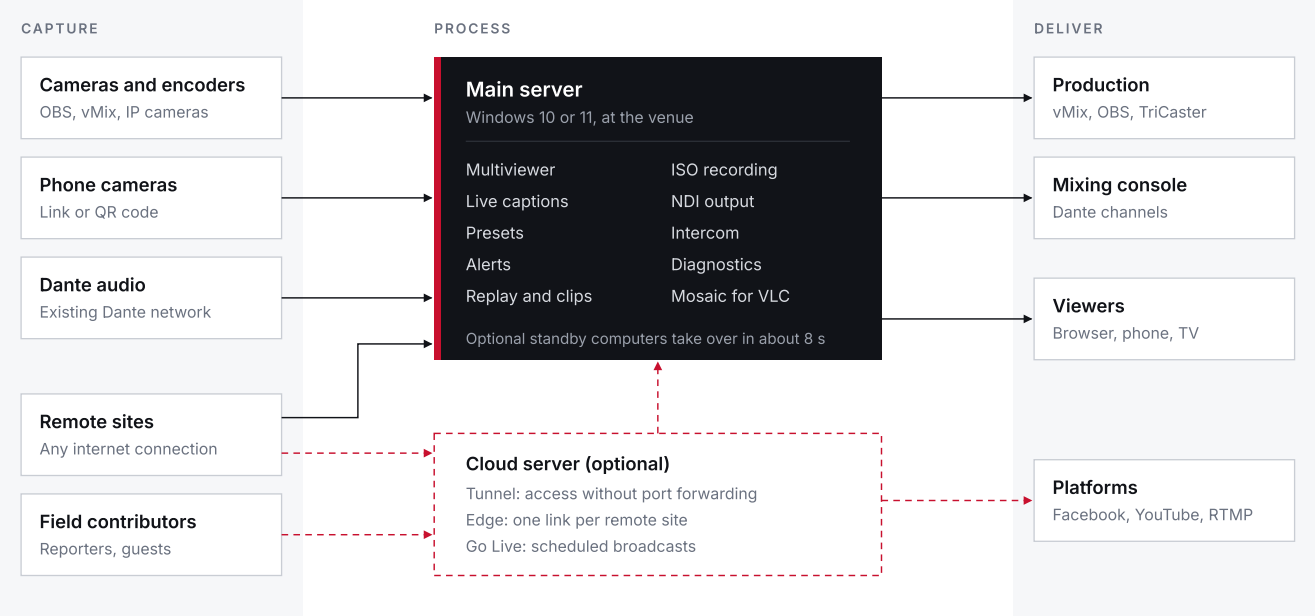
Why choose it

Use cases

A Multi-site events
B Remote contributors, mobile journalism
C Remote sites, outside broadcasts
D Scheduled online broadcasting
E Highlights and archives
F Screens around the venue

System overview

One program on a Windows computer is the hub. It is reached directly, through forwarded router ports, or through an optional cloud server that also receives remote sites and runs scheduled broadcasts.



—— Direct: same network, or the internet through forwarded router ports

- - - Through the cloud server, where ports can't be opened

1 · Capture

Cameras, phones, remote sites and audio arrive in any common protocol.

2 · Process

The main server records, clips, captions, monitors and routes every feed.

3 · Deliver

Feeds go to production, viewers and platforms, directly or through the cloud.

6 protocols

SRT, RTMP, RTSP, WebRTC, HLS, Media-over-QUIC

Direct or tunnel

Port forwarding, or the built-in cloud tunnel where ports can't be opened

~8 s failover

Standby computer takes over automatically

30 s buffer

Short internet cuts never reach the platforms

Local captions

Speech-to-text on the computer, no per-minute fees

90-day log

Every connection drop recorded with its cause

Use cases

The same system serves fixed venues, travelling crews and individual contributors in the field.

A

Multi-site events

Several locations contribute to one program. Each site sends its feed over its own internet connection; the main venue switches them like local cameras.

Related: 1.1, 1.3, 2.2, 3.6

B

Remote contributors and mobile journalism

Reporters and guests go live from the field with a phone or a laptop encoder. Their picture reaches the studio at full quality with low delay, ready to cut into the program.

Related: 1.1, 1.2, 2.1, 3.7

C

Remote sites and outside broadcasts

Cameras at a remote location reach the studio through the cloud, with no network setup at the location. Short connection drops are covered by a reconnecting slate.

Related: 1.5, 2.1, 2.2, 2.3, 4.6

D

Scheduled online broadcasting

Weekly programs are scheduled once and go out to Facebook and YouTube at set times, live or pre-recorded, without an operator pressing "Go live".

Related: 3.1, 3.2, 3.3, 4.2

E

Highlights and archives

Every camera of an event is recorded separately. The team clips the best moments while it runs and posts vertical and small versions the same day; the full event goes to the archive with its chapters.

Related: 3.3, 3.4, 3.5

F

Screens around the venue

Overflow rooms, the lobby and backstage play any feed in VLC from a link, a QR code or a playlist, or one mosaic of every camera. No extra hardware, no dashboard on those screens.

Related: 1.7, 3.6

Contribution feed compared with a video-call app

Video-call apps are designed for conversation. A contribution feed is designed to be put on air.

	VIDEO-CALL APP	KRZN LIVE
Picture quality	Lowered automatically to keep the call going	The resolution and bitrate set on the encoder, delivered without re-encoding
Delay	Low, but varies with the call	Under one second with WebRTC; SRT latency set to suit the connection
Packet loss	Concealed by lowering quality	Lost packets resent by SRT within the latency window
Audio	Processed for speech: noise and echo suppression	The source audio as sent, for the mixing console
Into production	Screen capture of the call window	Each contributor is a separate clean feed, also available as an NDI source
Recording	Composite recording of the call	Every feed recorded separately
Contributor setup	App and account	A link or QR code on a phone, or any SRT, RTMP or WebRTC encoder

Why choose it

Compared with the two usual ways of streaming several locations: assembling free tools, or subscribing to a hosted streaming service.

	DO-IT-YOURSELF OBS + PORT FORWARDING	SUBSCRIPTION STREAMING SERVICE	LIVE STREAMING SERVER
Remote sites on any internet	◐	◐	●
Works without port forwarding	○	●	●
Port forwarding also supported	●	○	●
Scheduled streaming to Facebook and YouTube	○	●	●
Rides out internet cuts at the venue	○	●	●
Phone cameras without an app	○	◐	●
Every camera recorded separately, with instant clips	◐	◐	●
Each feed into the switcher over NDI	◐	○	●
Automatic failover to a second computer	○	◐	●
Cause of every connection drop	○	○	●
Runs on hardware and servers you control	●	○	●
No per-month streaming subscription	●	○	●

● Included ◐ Partly, or with extra tools or hardware ○ Not included

Typical capabilities of each approach. Individual products and setups vary.

One system

Contribution, recording, clips, production feeds and scheduled streaming in one program, instead of several tools stitched together.

Your infrastructure

Runs on your computer and a small cloud server you control. The cost of the server, not a per-month platform fee.

Built for failure

Buffers, reconnecting slates, standby computers and a log that names the cause of every drop.

01

Video in and out

Accepts video from almost any encoder, camera or phone, and delivers it in the format each destination needs.

1.1

Multi-protocol ingest and playback

Receives live video in every common streaming protocol and serves it back in any other, without re-encoding.

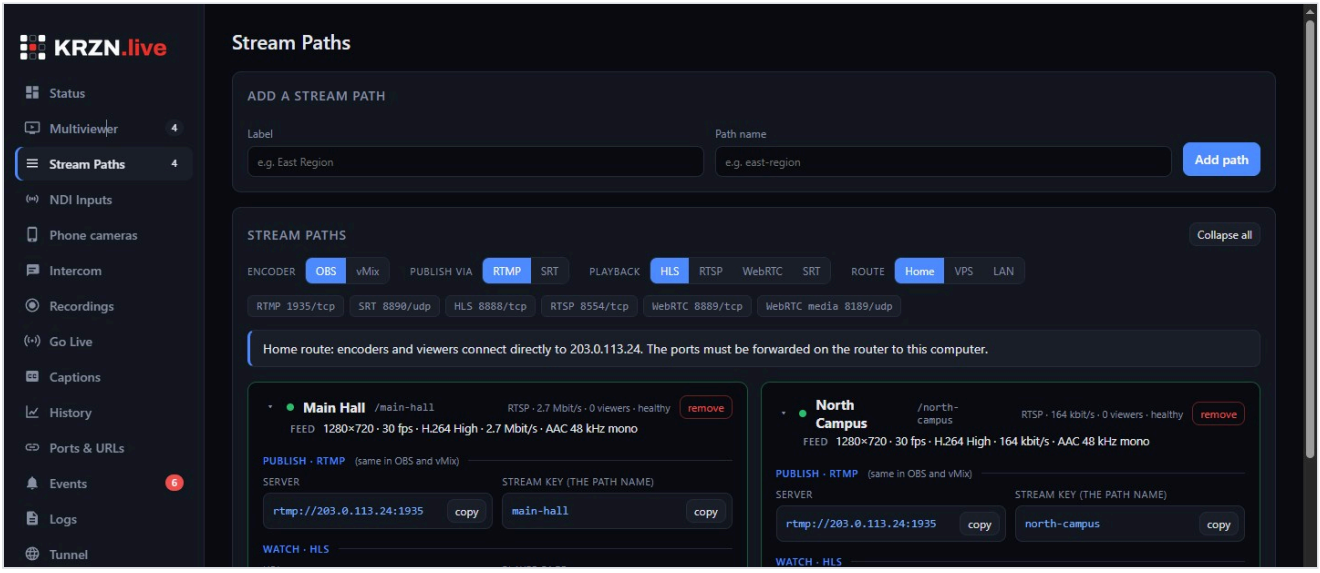
PROTOCOL	IN	OUT	TYPICAL SOURCE OR DESTINATION
SRT	●	●	Remote sites on unstable connections
RTMP / RTMPS	●	●	OBS, vMix, hardware encoders, platforms
RTSP	●	●	IP and security cameras
WebRTC	●	●	Sub-second playback in a browser
HLS	●	●	Phones, smart TVs, browsers
Media-over-QUIC	●	●	Low-latency delivery
MPEG-TS, RTP	●	○	Broadcast equipment, custom sources

CAPABILITIES

- Protocol conversion on the fly, for example RTMP in and WebRTC out
- Encoder settings for OBS and vMix shown for every feed
- Resolution, frame rate, codec and bitrate reported per feed

APPLICATIONS

- Consolidating mixed equipment into one system
- Viewing links that work on any device



Stream paths. Server address, stream key and viewing links for each feed, ready to paste into the encoder.

1.2

Phone cameras

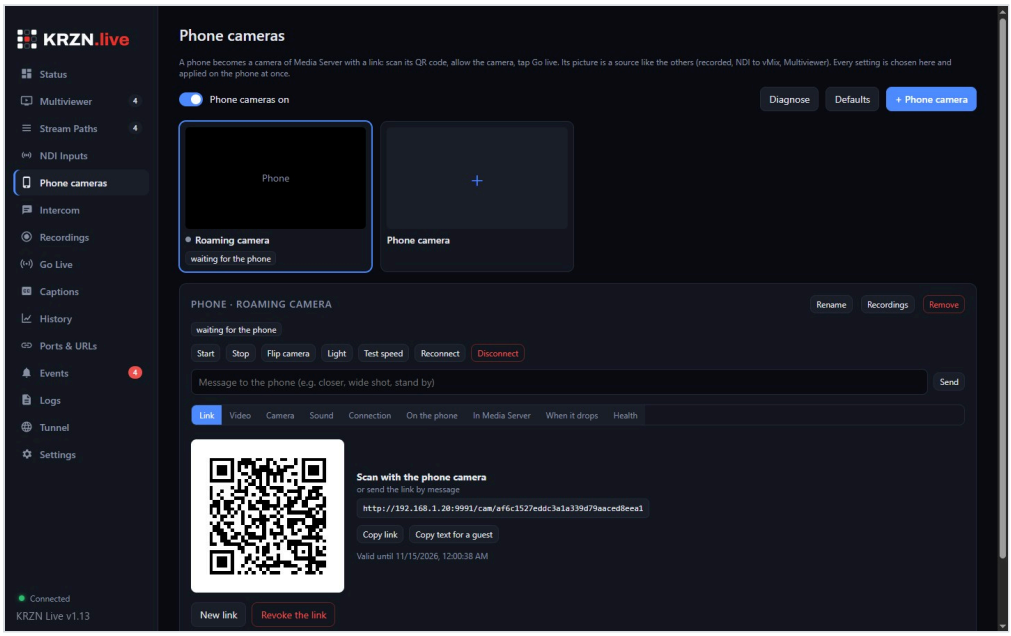
Any phone becomes a live camera from a link or QR code, with no app to install. Its picture lands in the server alongside the other sources.

CAPABILITIES

- Joins from the phone's browser by QR code or link
- The phone's picture is a regular feed: recorded, sent to the switcher over NDI, shown in the multiviewer
- Lowers its quality by itself on a weak connection; focus and exposure lock, camera flip and mute

APPLICATIONS

- Additional angles and roaming shots
- Backup camera on short notice



Phone cameras. Each phone camera has its own QR code and link; the operator starts, stops, flips and messages the phone from here.



On the phone. Live, with signal, battery and the quality it sends.

1.3

NDI output and inputs

Publishes each feed as a named NDI source on the local network, and accepts NDI sources as inputs.

CAPABILITIES

- Discovered by name in vMix, OBS, TriCaster and NDI monitors
- Decoding on the graphics card for many simultaneous feeds
- Built-in lip-sync test signal

APPLICATIONS

- Remote sites as switcher inputs, without capture cards
- Confidence monitors across a building

1.4

Dante audio

For venues that already run a Dante audio network: connects feeds to it through Dante Virtual Soundcard on the main computer, managed with Dante Controller.

CAPABILITIES

- Feed audio to Dante channels, and Dante channels into feeds
- Uses the venue's existing Dante setup; no extra audio hardware

APPLICATIONS

- Remote audio into the mixing console without extra cabling

1.5

Always-on feeds

When a source drops, viewers stay connected to a reconnecting slate until it returns.

CAPABILITIES

- Automatic slate on loss, automatic return to live

APPLICATIONS

- Uninterrupted switcher inputs during short outages

1.6

Forwarding and camera proxy

Relays feeds to other servers, re-encodes them when needed, and exposes cameras on private networks.

CAPABILITIES

- Real-time forwarding to any server
- Re-encoding to another size, codec or bitrate
- Proxy for cameras behind a router

APPLICATIONS

- Partner servers, CDNs, backup sites
- Low-bitrate versions for weak connections

1.7

Outputs for VLC and mosaic

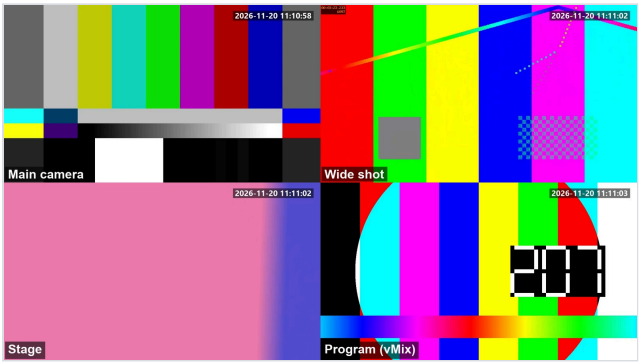
Puts every feed on screens around the building with the free VLC player, with no dashboard on those screens, and can combine all the cameras into one picture.

CAPABILITIES

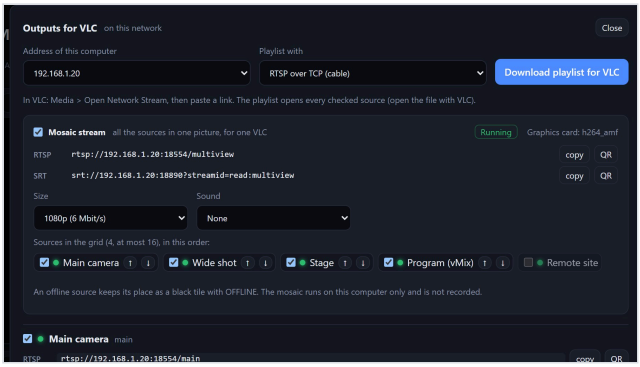
- Local-network links of every feed in RTSP, SRT, RTMP and HLS, each with copy and QR code buttons
- A VLC playlist that opens every selected feed at once, tuned for low delay
- Optional mosaic stream: up to 16 sources in one labelled grid, at 1080p or 720p
- Encoded on NVIDIA, Intel or AMD graphics, with the processor as fallback
- An offline source keeps its place, so the layout never moves

APPLICATIONS

- Overflow rooms, lobby and backstage screens
- One confidence monitor showing every camera
- Smart TVs and tablets that play a link



Mosaic stream. Four sources in one 1080p picture, each labelled with its name, in a single VLC window.

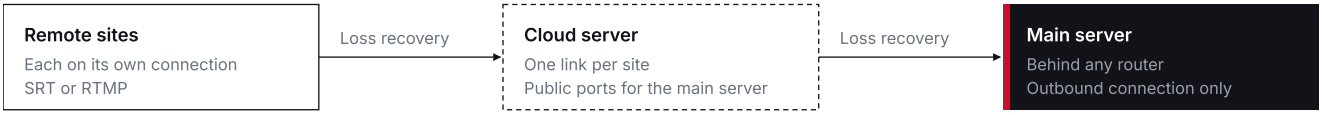


Outputs for VLC. Every feed's address with copy and QR buttons, the playlist, and the mosaic settings.

02

Remote access

Reachable from anywhere: directly through forwarded router ports, or through the built-in cloud tunnel where ports can't be opened.



2.1

Cloud tunnel

Exposes the server to the internet through a small cloud server, for venues where port forwarding is not possible. No static IP needed.

CAPABILITIES

- Works behind carrier NAT and changing addresses
- All services exposed together
- Ports restored immediately after a restart
- Status of every exposed port

APPLICATIONS

- Venues where ports cannot be opened
- Sites on mobile or consumer internet

2.2

Cloud edge for remote sites

Remote sites publish to the cloud server, which forwards each one to the main server on its own SRT connection.

CAPABILITIES

- Packet loss at one site does not delay the others
- Loss recovery on both legs

APPLICATIONS

- Several satellite locations simultaneously

2.3

Site pages

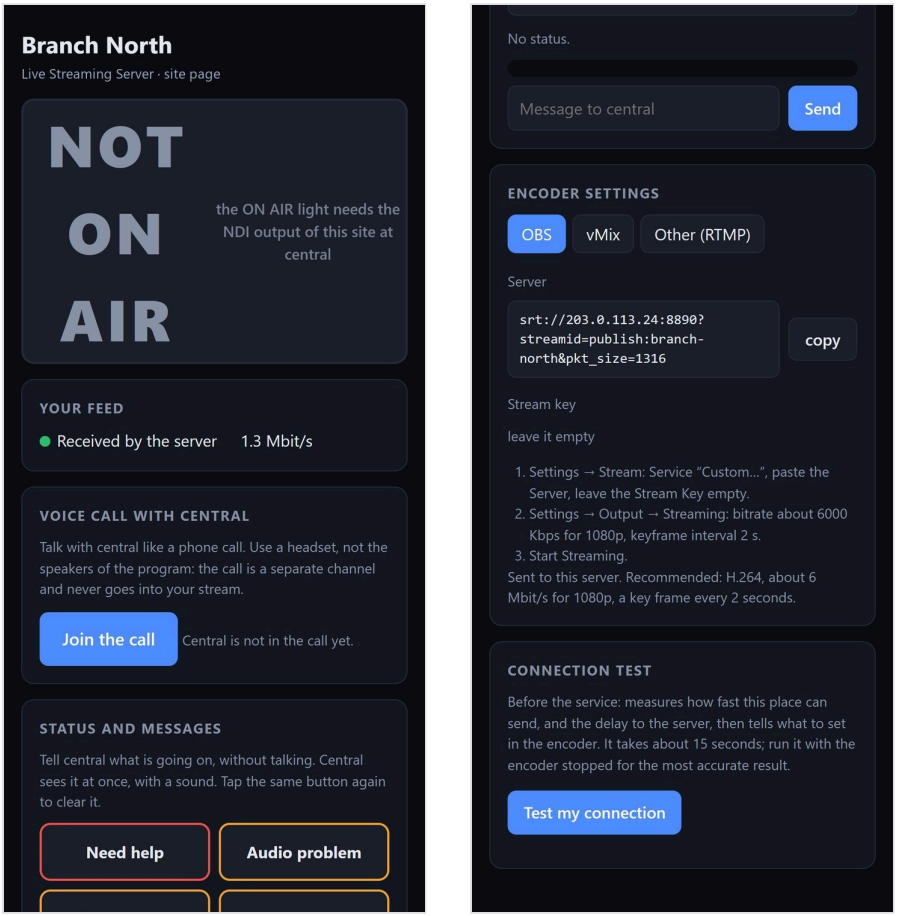
Every remote site gets its own web page, on a phone or a laptop, to work with the main venue without the dashboard.

CAPABILITIES

- ON AIR light when the main venue puts the site on air
- Its feed as the server receives it, with the bitrate
- Voice call with the main venue, on a channel that never reaches the stream
- Status buttons such as Need help or Audio problem, and messages both ways
- Encoder settings for OBS, vMix or any RTMP encoder, ready to copy
- Connection test: upload speed and delay, and what to set in the encoder

APPLICATIONS

- Crews and volunteers at remote sites
- Rehearsals before the event



Site page on a phone. The ON AIR light, the feed, the call and the status buttons (left); the encoder settings and the connection test (right).

2.4

Port forwarding and routes

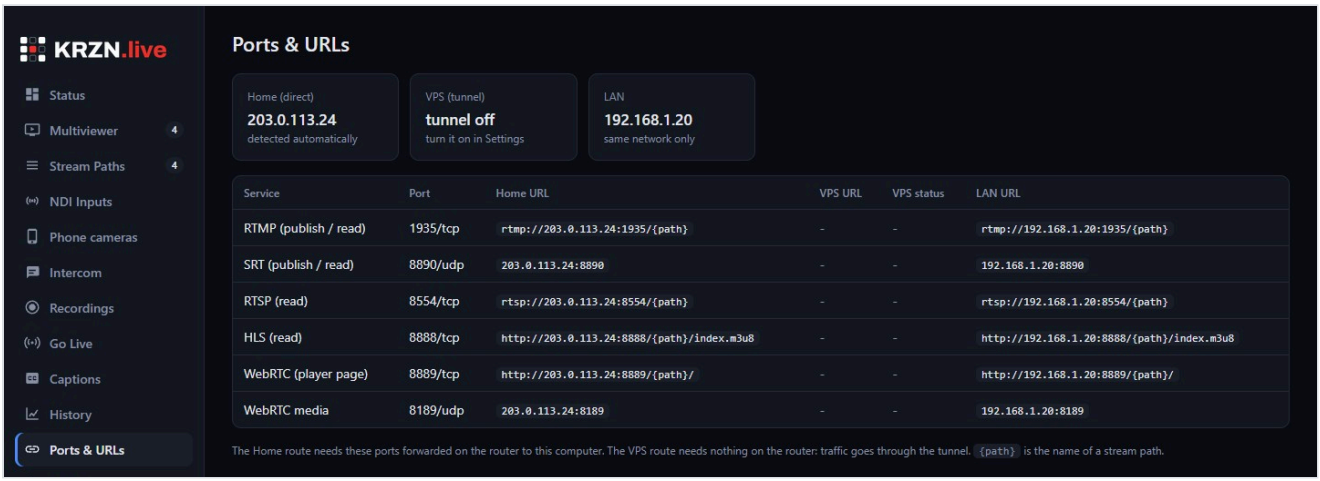
Supports direct access through forwarded router ports, and gives the correct address for each feed on every route: local network, direct, or cloud.

CAPABILITIES

- Direct route through port forwarding, with the ports to forward listed
- LAN, direct and cloud routes side by side, with live status
- Public IP checked every 5 minutes, changes reported

APPLICATIONS

- Correct links for every encoder and viewer



Ports and URLs. Every service with its port, and the address to use on each route: direct (port forwarding), cloud tunnel, or local network.

2.5

Presets

Stores a complete configuration (ports, tunnel, feeds) under a name and restores it in one step.

CAPABILITIES

- Export and import without secrets
- Standard presets built into the program

APPLICATIONS

- Switching between venues or setups
- Configuring new computers identically

03

Broadcasting and production

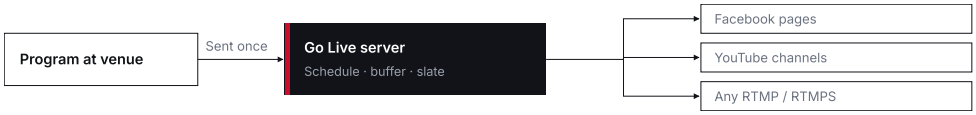
Scheduled distribution to every platform, local captioning, recording and team tools.

3.1

Go Live

Scheduled multi-platform broadcasting

A scheduled-streaming service on your own cloud server. Events are planned once; at the set time the program goes out to Facebook, YouTube and any RTMP or RTMPS destination, with buffering that rides out internet cuts at the venue.

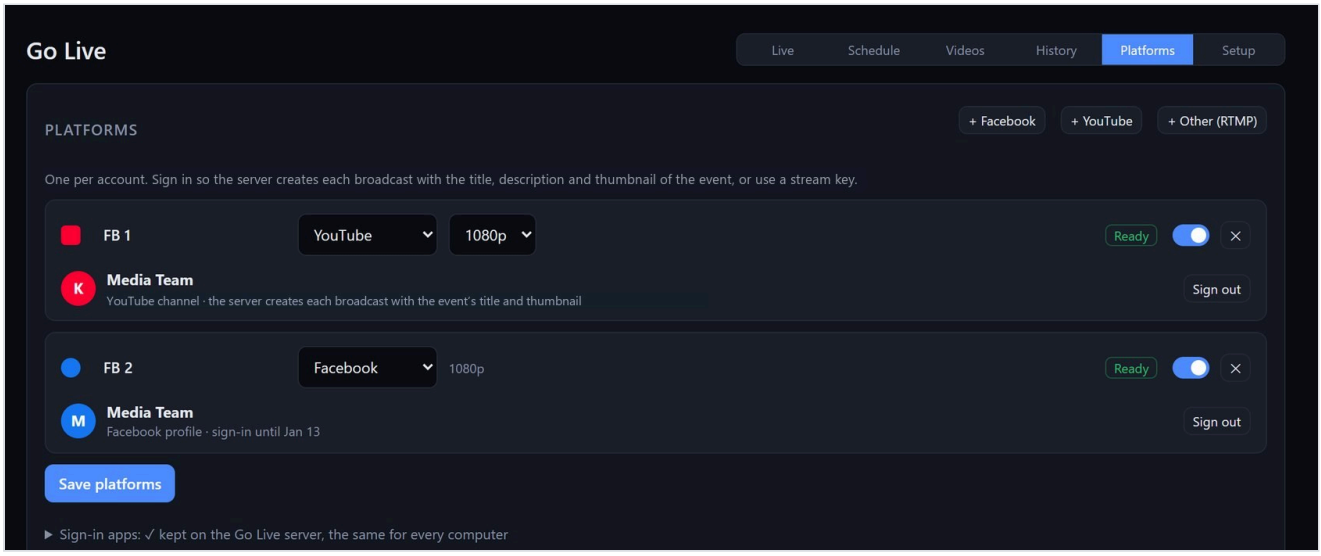


CAPABILITIES

- Event calendar, video library and platforms managed from the dashboard
- Starts on schedule even if the venue computer is off
- Live program or pre-uploaded video
- Broadcasts created in advance with title, description and thumbnail
- 30-second buffer for short outages; holding slate for longer ones
- Late-running programs are never cut (up to one hour)
- Alerts via Telegram or webhook

APPLICATIONS

- Recurring events on several pages and channels
- Unattended scheduled replays
- Venues with limited upload bandwidth
- An alternative to subscription streaming services, on infrastructure you control



Go Live platforms. Each YouTube channel and Facebook page is signed in once; the server then creates every broadcast with the event's title and thumbnail.

3.2

Live captions

Speech-to-text runs on the local computer. No cloud service, no subscription, no audio leaves the building.

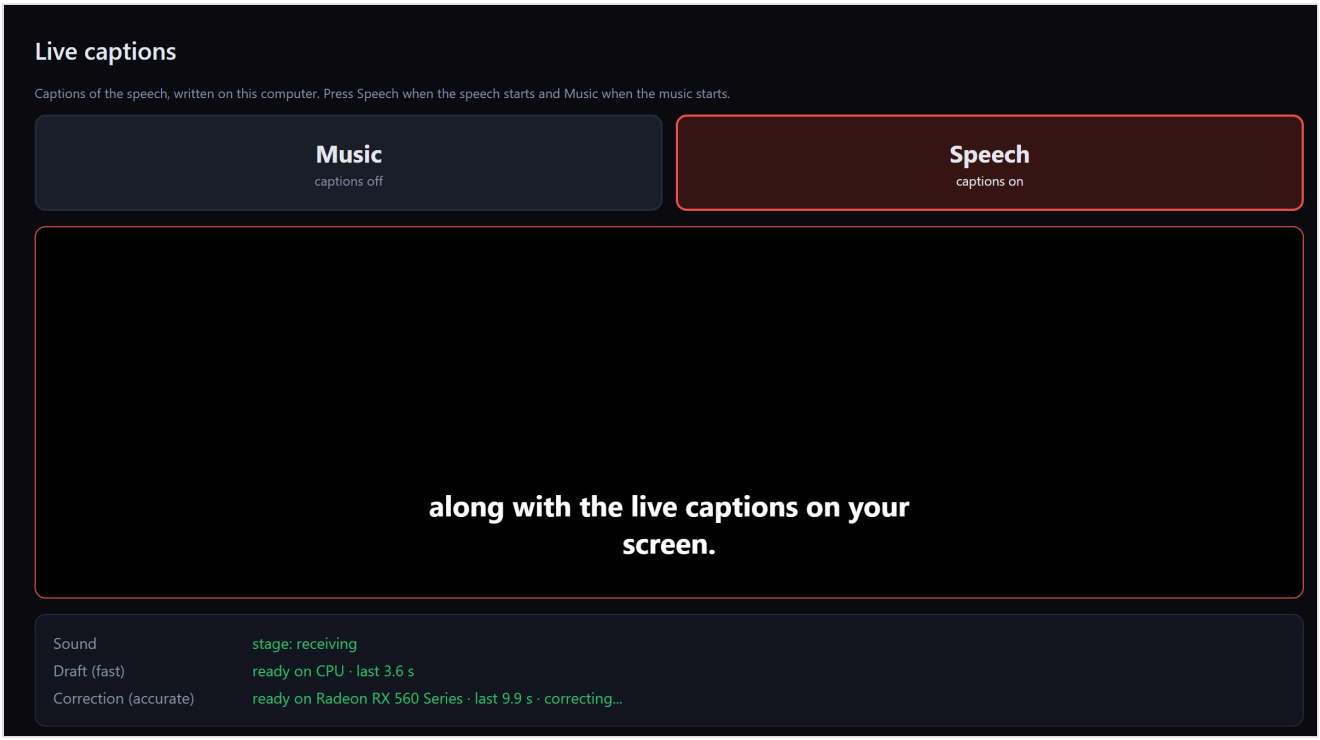
STAGE	RUNS ON	DELAY	PURPOSE
Draft	Processor	About 1 s	Words appear as they are spoken
Correction	Graphics card	About 6 s	Each sentence rewritten accurately

CAPABILITIES

- Mixed-language speech, for example English and Filipino
- Custom vocabulary for names and terms
- Output to a vMix title or burned into the picture
- Each talk saved as a subtitle file (.srt)

APPLICATIONS

- Accessibility for deaf and hard-of-hearing viewers
- Muted viewing on social media



Live captions, working. A talk captioned as it is given: the draft on the processor, the correction on the graphics card, and the words on screen about a second after they are said.

3.3

ISO recording

Every source in its own file

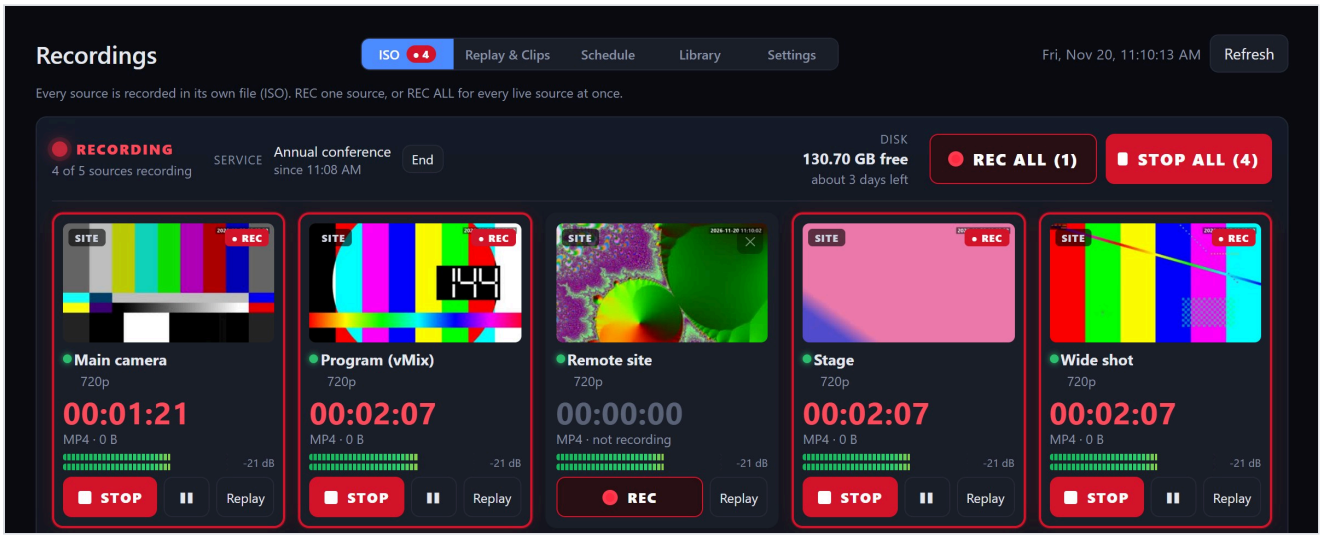
Records every camera and source in its own file, like the ISO recorders of a production switcher, so the editor has every angle and not only the program.

CAPABILITIES

- REC, STOP and pause for each source, with running time, file size and a sound meter
- REC ALL and STOP ALL for the whole event
- A warning when a recording has had no sound for 30 seconds
- A new file for every take: nothing is ever overwritten
- When a source drops, its recording carries on as soon as it returns
- Scheduled recording on set days and times, with an alert beforehand if a source is offline or the disk is short

APPLICATIONS

- Multi-camera editing after the event
- Weekly events recorded without an operator
- An archive of every angle



ISO recording. Four sources recording, each with its own time, sound meter and STOP; a fifth is live and ready to record.

3.4

Replay, clips and markers

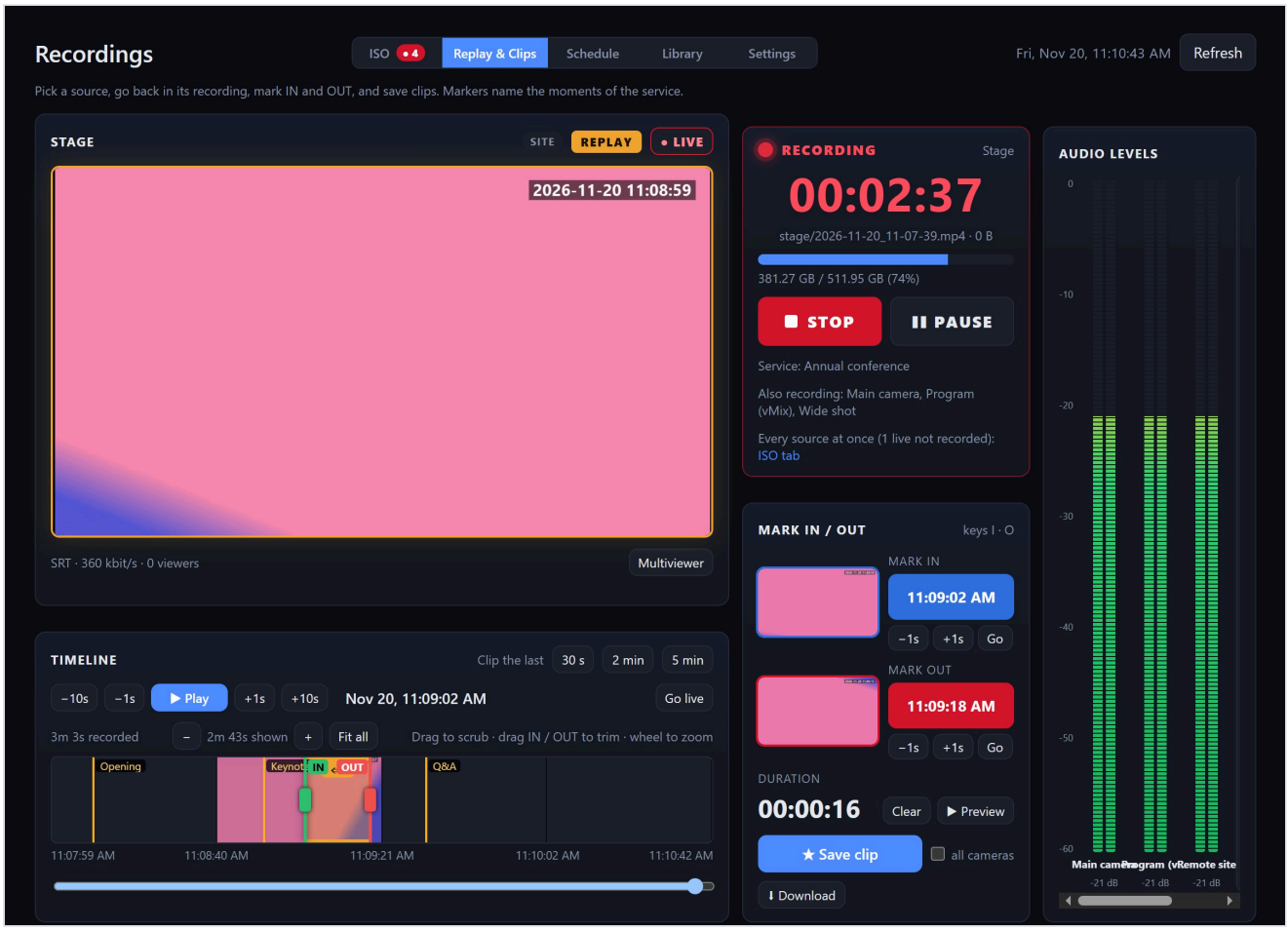
Goes back in any source while it is still recording, and turns the moments that matter into clips ready to share.

CAPABILITIES

- Instant replay on a timeline with thumbnails, while the recording continues
- Mark In and Out from the keyboard; save a clip from one camera, or from every camera at once
- One-click clips of the last 30 seconds, 2 minutes or 5 minutes
- Named markers on the timeline, exported as YouTube chapters
- Each clip in four versions: original, small 720p, vertical 9:16, and MP3 audio at podcast loudness
- A share link to download a clip without the dashboard

APPLICATIONS

- Same-day highlights for Reels, Shorts and TikTok
- Replays during the event
- Audio podcasts of talks and sessions



Replay and clips. The stage camera replayed while it records. On the timeline: the markers Opening, Keynote and Q&A, and a clip marked In and Out, with a picture of each mark.

3.5

Library and storage

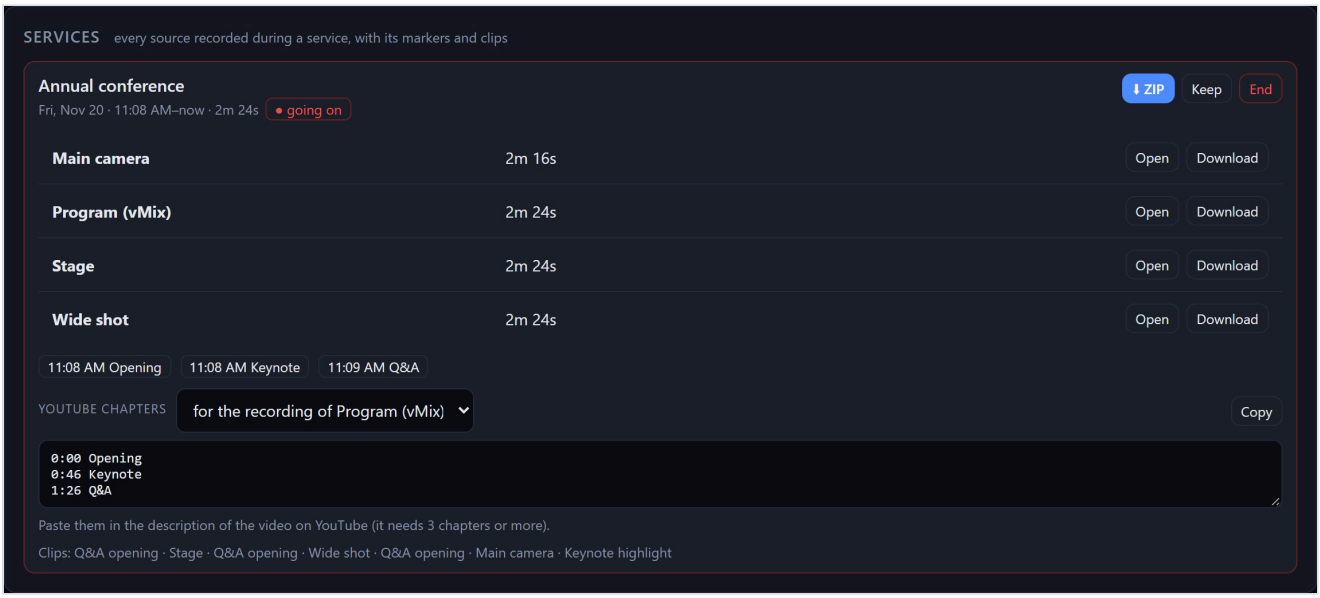
Every recording grouped by event and ready to download, on the disk of your choice, with copies kept elsewhere.

CAPABILITIES

- Recordings grouped by event: one ZIP with every source, its clips and its markers
- Recordings renamed in the dashboard; the name is used for downloads
- Keep marks: kept recordings are never deleted automatically
- Recording folder on any disk, USB drive or network storage (NAS)
- A second copy of every finished recording on another disk or NAS
- The cloud server can also record the program, within a size limit you set
- Mirrored on two computers in a cluster
- Background compression, and cleanup when the disk is almost full

APPLICATIONS

- Off-site backup of every event
- Long-term archives on network storage
- Handing complete events to editors



Library. An event with every source recorded, its markers as YouTube chapters ready to copy, its clips, and the whole event as one ZIP.

3.6

Multiviewer

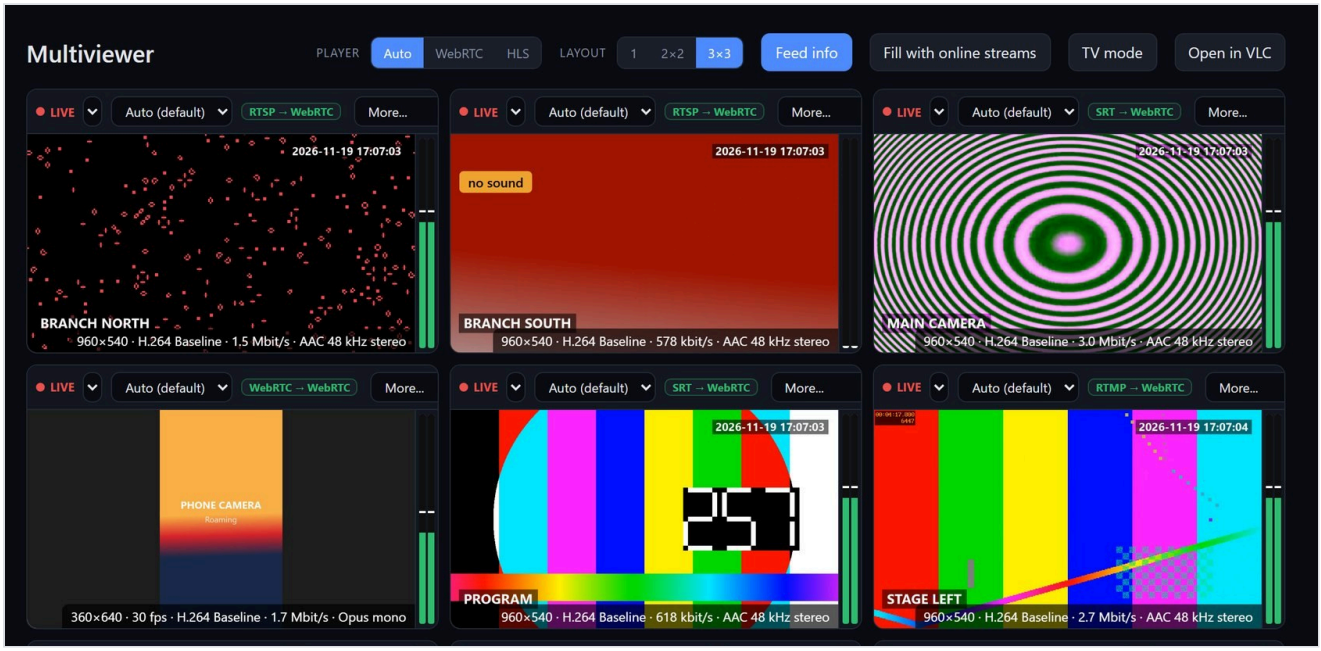
Displays up to nine feeds in a browser grid with live bitrate and viewer counts.

CAPABILITIES

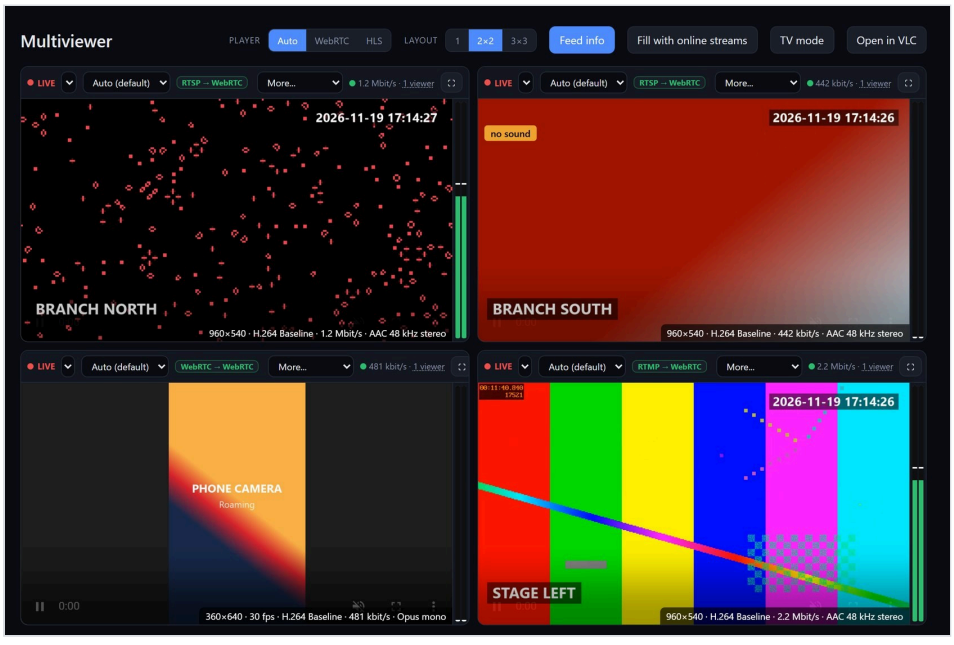
- 1, 4 or 9 tiles; one-click fill; full-screen mode
- Per-tile player choice (WebRTC or HLS)
- Feed info on every tile: resolution, codec, bitrate and sound; a warning when a feed has no sound
- Opens the outputs for VLC and the mosaic stream (1.7)

APPLICATIONS

- Monitoring all sites before and during an event



Multiviewer with Feed info. Six live feeds in the 3×3 layout, each with its protocol, resolution, codec, bitrate and sound meter.



2×2 layout. Four feeds larger, each with its own player and audio meter; TV mode fills the screen.

3.7

Intercom

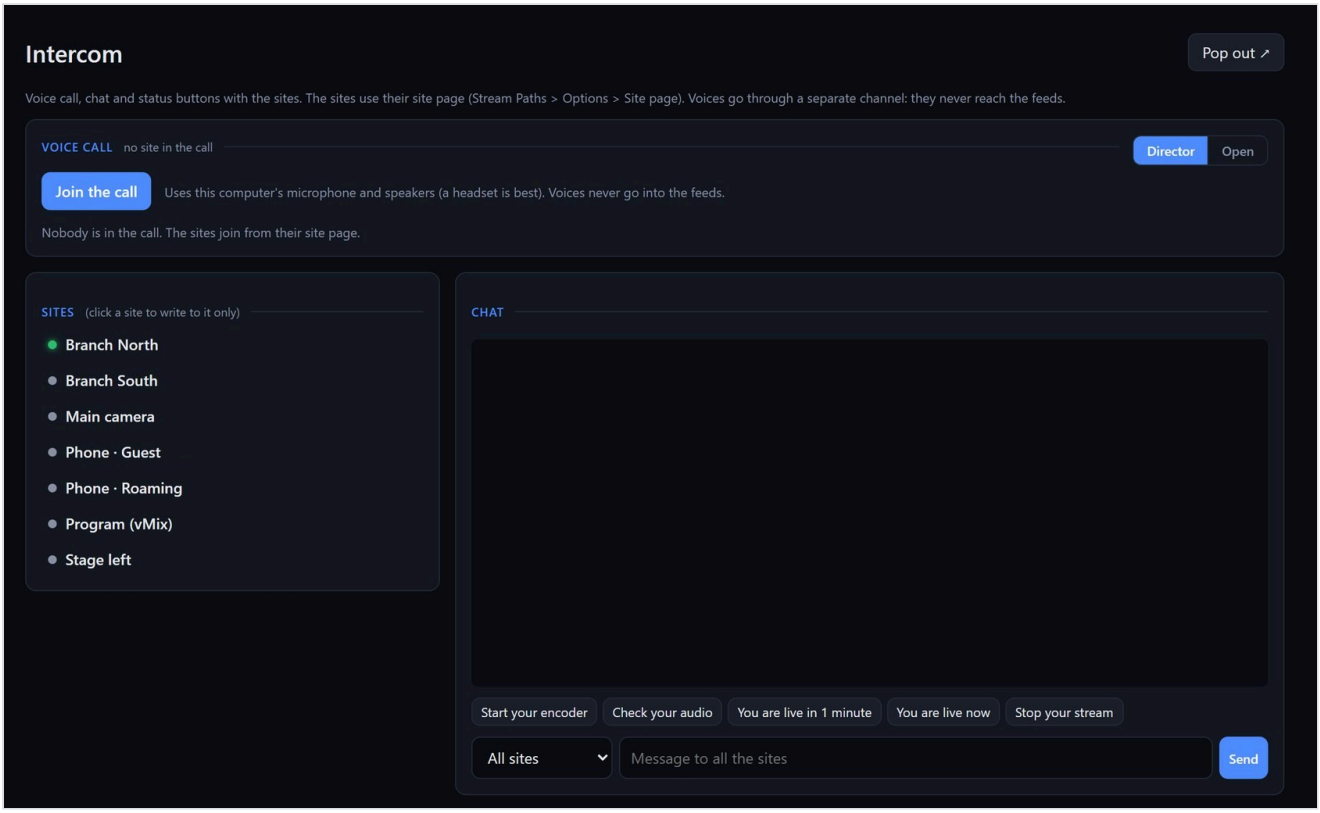
Voice and chat between the main venue and every site, built into the dashboard and the site pages.

CAPABILITIES

- Voice call in the browser, director or open mode; the sound desk can join
- Chat with every site or one, and one-tap cues such as "You are live in 1 minute"
- Voices never go into the feeds

APPLICATIONS

- Cueing remote crews during a live event



Intercom. The voice call, the sites, and the chat with its quick cues.

04

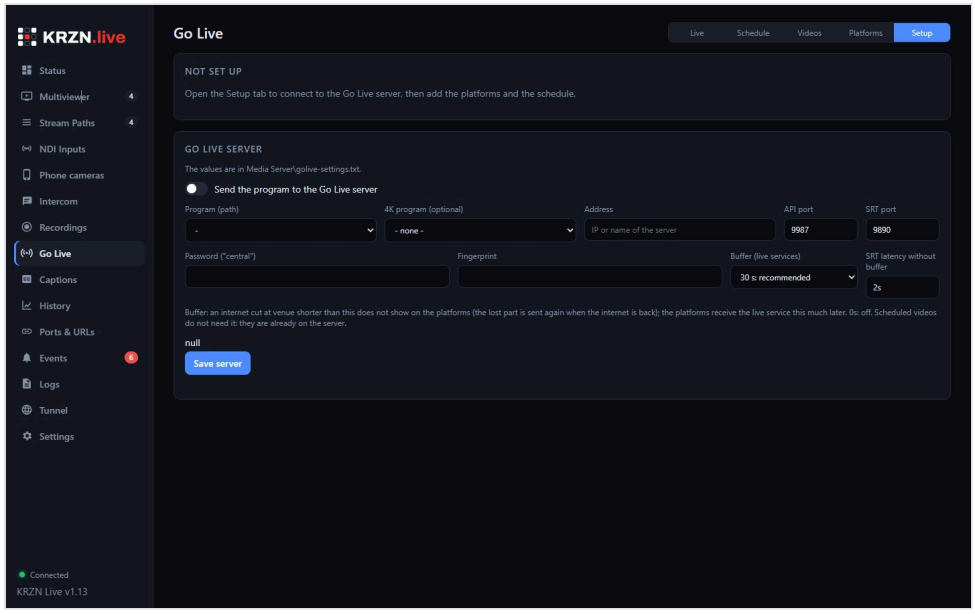
Operations and reliability

Designed to be run by small teams and to keep running when something fails.

4.1

Dashboard

A single control interface, as a Windows app or in any browser. Changes apply immediately without a restart.



Status. Feed health, bandwidth, viewers, servers and recent events.

CAPABILITIES

- Live feed health: bitrate, round trip, loss, dropped frames
- Feeds, recordings, addresses, events, logs and settings

APPLICATIONS

- Operation by non-technical staff

4.2

Events and alerts

Logs every change in feed state and sends important problems to a phone.

CAPABILITIES

- Feeds on and offline, reconnections, corrupted frames, bitrate drops, IP changes
- Alerts via Telegram or webhook by severity

APPLICATIONS

- Unattended installations

4.3

Clusters

Standby and load balancing

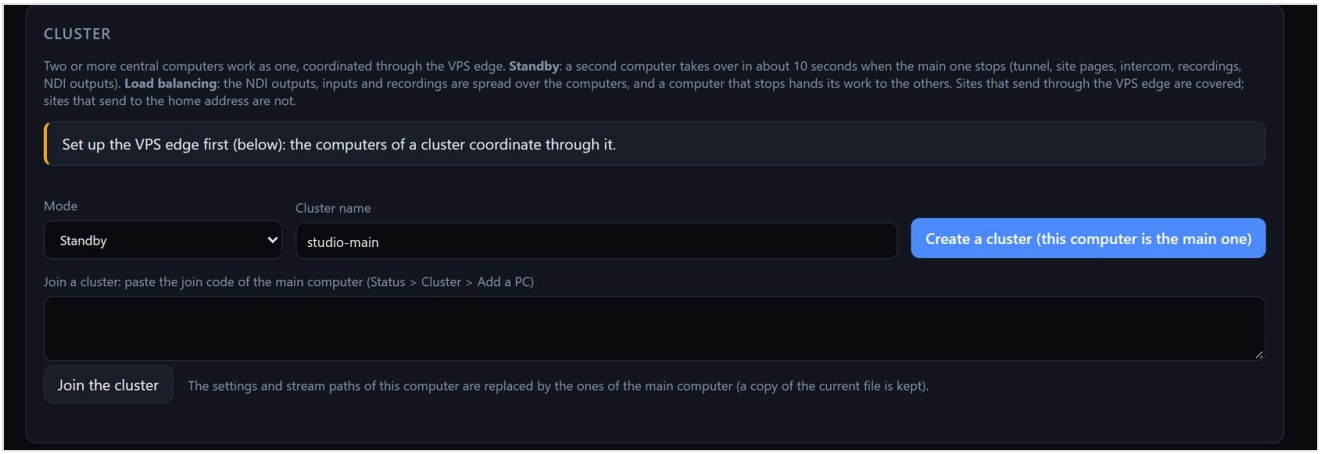
Two or more computers operate as one server.

CAPABILITIES

- Automatic takeover in about 8 seconds after a power cut, crash, freeze or network loss
- Workload spread across computers
- Fencing: two computers never broadcast at once
- Join by scanning a code

APPLICATIONS

- Events that must stay on air
- Higher site counts



Clusters. Standby or load balancing, a name for the cluster, and other computers joined with a code.

4.4

Signed updates

New versions reach every computer within 10 minutes and install in one click. Each update is cryptographically signed.

4.5

Crash recovery

A supervisor restarts the server after an unexpected stop and records the cause.

4.6

Connection diagnostics

Each computer keeps a 90-day log of connection problems. All sites are visible on one password-protected web page, and every drop is attributed to a cause.

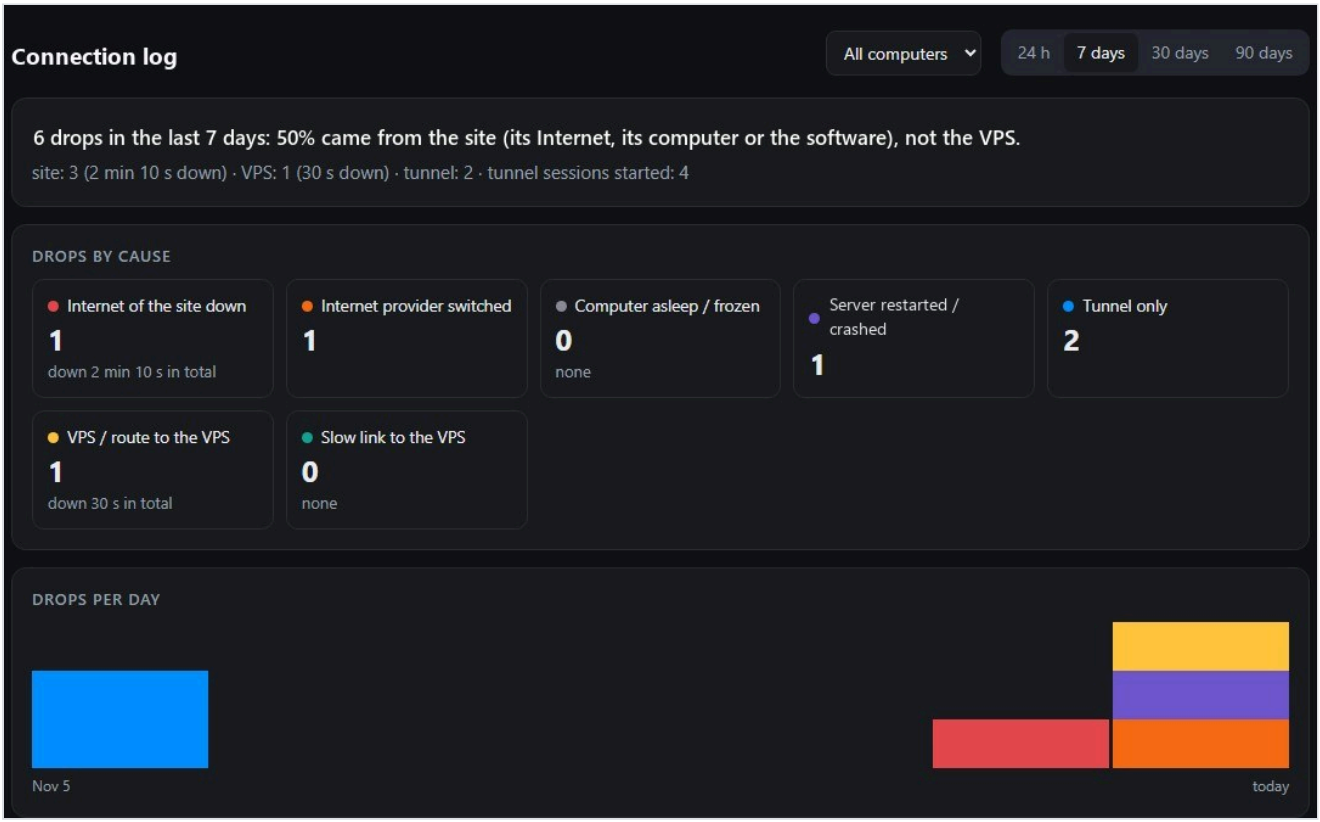
CAUSE	DETECTION
Router, Wi-Fi or cable	Router stops answering (checked every 5 s)
Internet provider	Router answers, internet does not
Network change	Computer moved to another network or a phone hotspot
Provider switch	Public IP address changed
DNS	Name lookups fail while the internet works
Wi-Fi quality	Weak signal, roaming, unstable link
Computer	Sleep, freeze or unclean shutdown
Cloud or route	Cloud server unreachable while the internet works
Slow link	Connection to the cloud above 800 ms

CAPABILITIES

- Route trace after each drop
- Log kept offline and sent later
- Cloud-side view: sessions, limits, resources

APPLICATIONS

- Evidence before contacting a provider
- Remote support



Connection log. The drops of the last 7 days by cause and per day, for every computer, on one page that opens on any phone.

4.7

History

Keeps the bitrate, viewers and packet loss of every feed, sampled every minute while it is online, for 120 days.

CAPABILITIES

- Charts per day for every feed, each one switched on or off
- A summary per feed: time online, drops, average and peak bitrate, worst loss, most viewers
- Compare events and find the sites that need a better connection

APPLICATIONS

- Planning bandwidth for the next event
- Evidence for an internet provider or a site



History. One afternoon of six feeds: bitrate received, viewers, and packet loss of the sites sending with SRT.

05 Security and integration

5.1

Access control

Controls who can operate the server, publish video and watch it.

CAPABILITIES

- Password-protected dashboard with CSRF protection
- Per-feed stream keys
- Credentials or tokens for publishing and viewing
- Token authentication for every tunnel client
- Secrets never sent to the browser or exported

APPLICATIONS

- Preventing feed hijacking
- Private or paid streams

NO.	FEATURE	DESCRIPTION
5.2	**Control API**	HTTP interface for feeds, state and settings, for integration with other systems
5.3	**Metrics**	Prometheus metrics and a built-in CPU and memory profiler
5.4	**Hooks**	Custom commands run when a feed starts, stops, becomes available or is watched

06 Requirements

COMPONENT	REQUIREMENT	NOTES
Main computer	Windows 10 or 11	Single executable
Graphics card	Optional	Caption correction and caption burn-in
NDI	NDI runtime, FFmpeg	Bundled installer verifies both
Local network	Wired gigabit	Recommended for NDI
Dante (optional)	Existing Dante network	Dante Virtual Soundcard on the main computer, licensed separately by Audinate
Internet access	Port forwarding or cloud server	Either one; the cloud server also enables the remote-site edge and Go Live
Cloud server (optional)	Linux, 2 vCPU, 1 GB RAM	Video is relayed without re-encoding
Recording storage	Local disk, USB drive or NAS	About 5 GB per camera-hour at the default quality
Captions	815 MB, one-time download	Engine and two models
Remote sites	Encoder and internet	OBS, vMix, hardware encoder or phone

07 Frequently asked questions

Do we buy it or subscribe?

Your choice. Buy a one-time licence with the first year of updates and support included, or subscribe monthly or yearly with updates and support included throughout.

What do we need to get started?

A Windows 10 or 11 computer, your cameras or encoders, and an internet connection. A cloud server is optional: it is needed for the tunnel, remote sites and scheduled streaming.

Does it work with our current equipment?

Yes. It works with OBS, vMix, hardware encoders, IP cameras, phones, NDI and Dante. It uses standard protocols, so existing gear does not need replacing.

How fast does our internet need to be?

Each feed needs the upload speed set on its encoder, typically 3 to 6 Mbps for 1080p. For scheduled streaming, the program is uploaded once, however many platforms receive it.

Do we need to forward ports on our router?

No. You can forward ports if your router allows it, or use the built-in cloud tunnel, which needs no router changes at all.

What happens if the internet drops during a stream?

Cuts shorter than 30 seconds do not reach the platforms. Longer cuts show a "We'll be right back" slate, and the stream resumes by itself. The connection log records the cause.

What if the computer fails during an event?

With a cluster, a second computer takes over the tunnel, recordings and outputs in about 8 seconds, with no operator action.

Can we stream to several platforms at once?

Yes. Facebook pages, YouTube channels and any RTMP or RTMPS destination at the same time, live or pre-recorded, on a schedule.

Where are our videos and recordings stored?

On your own computers, on a disk or NAS you choose, and optionally on your own cloud server. Your video does not pass through our servers.

Can we post highlights the same day?

Yes. Mark a moment during the event, or clip the last 30 seconds to 5 minutes with one click. Each clip comes in vertical and small versions for social media, and as MP3 audio.

Can screens around the building show the feeds?

Yes. Any screen with VLC opens a feed from a link, a QR code or a playlist, or one mosaic of every camera. No extra hardware is needed.

How are updates delivered?

Automatically. Each computer finds a new version within 10 minutes and installs it with one click. Every update is cryptographically signed.

Can we see it before buying?

Yes. We can arrange a live demonstration with your own cameras or a sample setup.

Do you provide training?

Help with installation is always included. On-site installation and training can be arranged.

KRZN Live

Licensing, demonstrations and custom deployments

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