

All-in-one live broadcast, run by one volunteer.

Multi-camera switching, on-screen graphics, offline Bibles, worship lyrics, announcements and multi-platform streaming — in a single offline desktop app. One-time purchase, no subscriptions.

FEATURES

- ✓ Up to **10 cameras** + screen capture, one-touch **Cam Bank** & number-key hotkeys
- ✓ Scene layouts: **Single, Picture-in-Picture, Side-by-Side**; per-camera color
- ✓ **Lower thirds** (Classic/Minimal/Bold/Ticker) with brand colors, logo & presets
- ✓ **Offline Bibles** — KJV, WEB & Spanish (Reina-Valera); import extra translations
- ✓ **Worship lyrics** (full / lower / corner) · searchable songbook
- ✓ **Announcements** + separate **projector/stage Output window** (looping slides & templates)
- ✓ **Multi-destination RTMP** — YouTube, Facebook & your site at once (up to 6)
- ✓ **Setup profiles**, backup/restore & one-file **set-list** export/import
- ✓ Dual **Preview / Program** workflow · Cut, Fade, Swirl & Wipe transitions
- ✓ **PreRoll** intro clips with loop & auto-return
- ✓ **Countdown slate** & one-tap **Hold / logo screen**
- ✓ Scripture **playlist**, verse stepping & on-screen positioning
- ✓ **CCLI SongSelect®** import with automatic on-screen license credit
- ✓ Broadcast **audio mixer** — level meter, noise gate & compressor
- ✓ Local **MP4/WebM recording** at 720p / 1080p / 1440p
- ✓ Bilingual UI (English/Spanish) · runs 100% **offline**, one-time license

SYSTEM REQUIREMENTS

COMPONENT	MINIMUM	RECOMMENDED
Operating system	Windows 10/11 (64-bit), macOS 11+, 64-bit Linux	Windows 11, macOS 13+, Ubuntu 22.04+
Processor	Quad-core (i5 8th-gen / Ryzen 5 / Apple M1)	6–8 core (i7 / Ryzen 7 / M-series)
Memory	8 GB RAM	16 GB RAM
Storage	500 MB for the app	SSD + ~1–2 GB per hour of recording
Display	1920 × 1080	+ second display / projector for the Output window
Internet (stream only)	~5 Mbps upload for one 1080p stream	~5 Mbps per extra destination · wired Ethernet

Only the live stream needs internet. The app, settings, Bibles and lyrics all run fully offline.

CAMERA REQUIREMENTS

- ✓ Any camera seen as a standard **USB (UVC) video device** — webcams, built-in cameras, or pro cameras via an **HDMI/SDI → USB capture device** (e.g. Elgato Cam Link).
- ✓ Up to **10 cameras** + a screen-capture source. Use **USB 3.0** ports for multiple 1080p feeds.
- ✓ 720p or 1080p per camera recommended; **mixed resolutions** are fine.
- ✓ Direct **NDI** and IP/RTSP cameras are not supported yet — route them through an HDMI capture device for now.