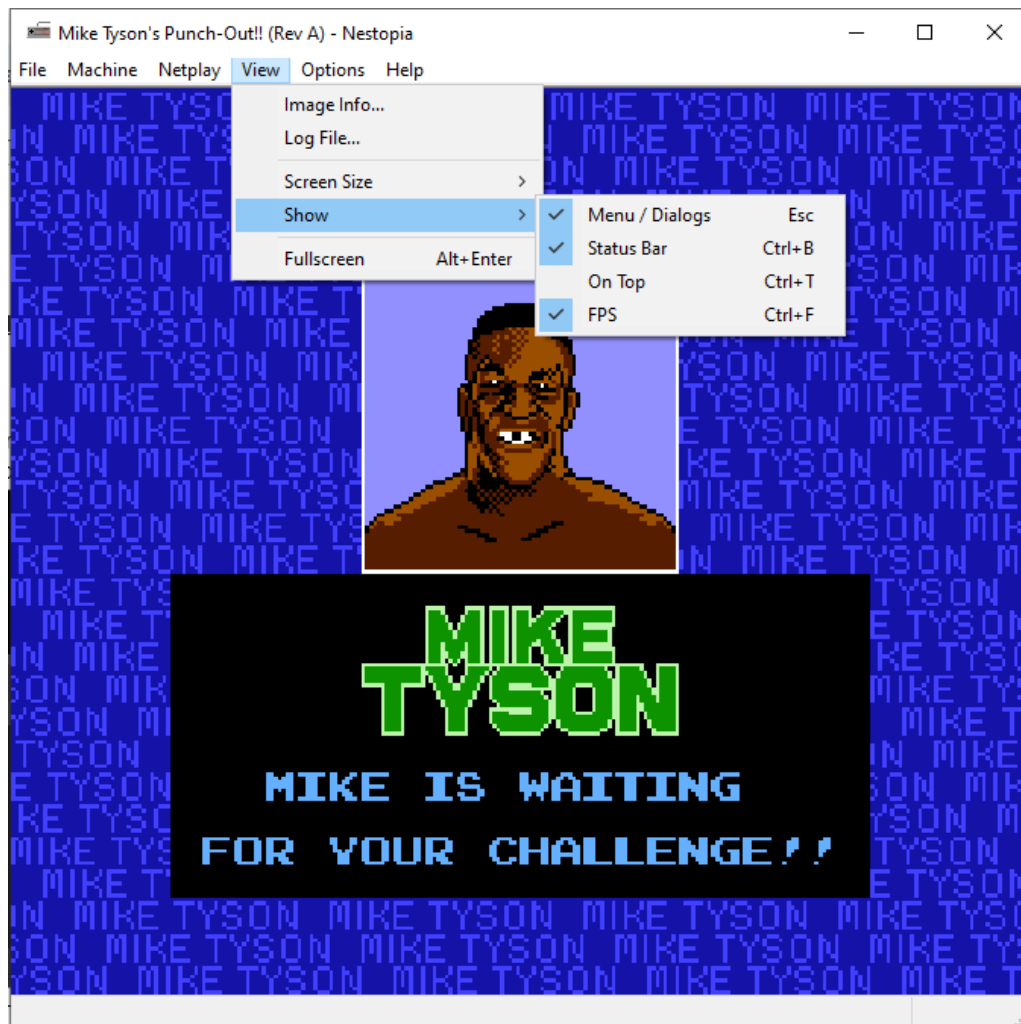


Setting up Emulators For Use In OBS Studio (as of Version 30.1.2)
Streamlabs (as of Version 1.16.7)

Part 1 - Emulator Setup:

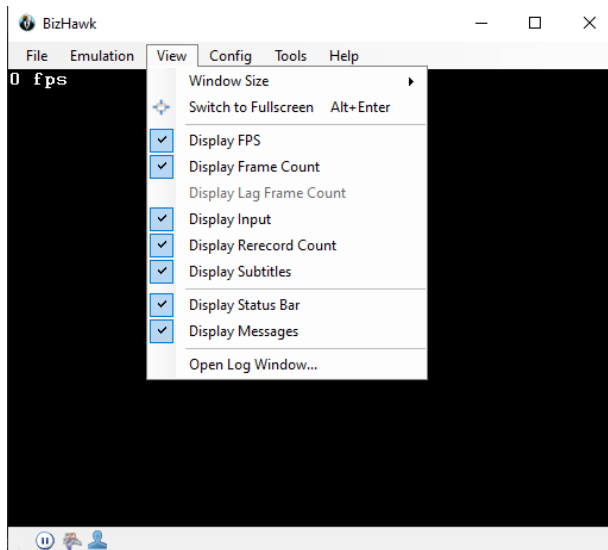
Nestopia:

1. For Nestopia, load up the MTPO ROM and then ensure the following settings are marked under “View”.

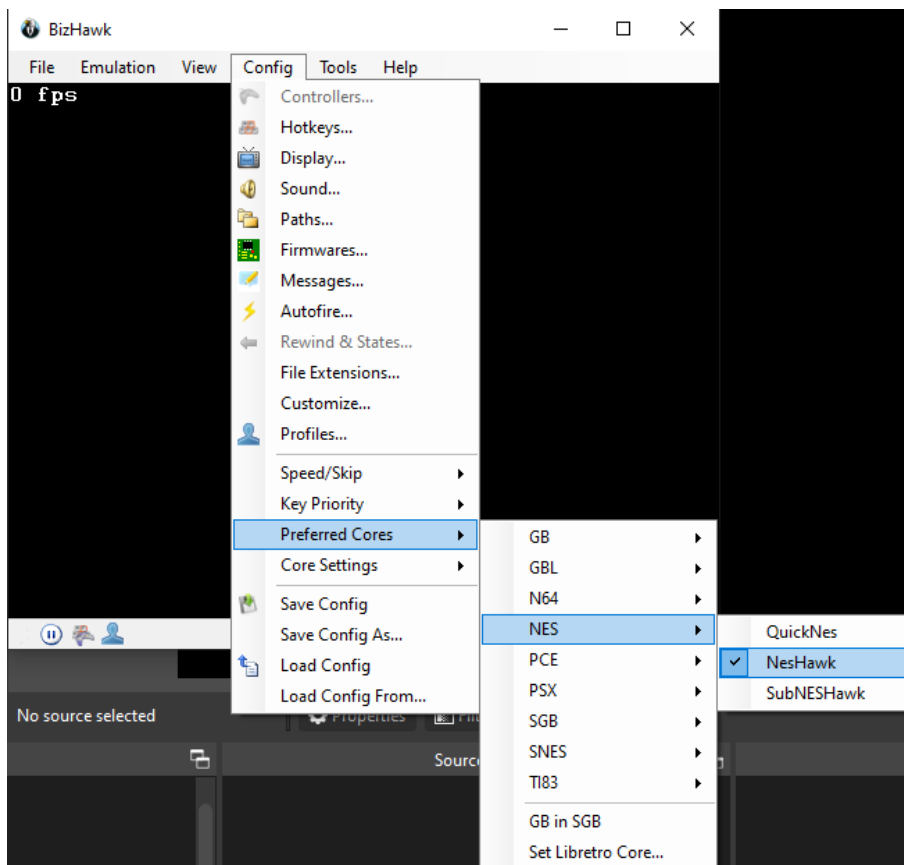


Bizhawk (NesHawk Core):

1. Open up Bizhawk and ensure the following settings are set under the “View” menu.



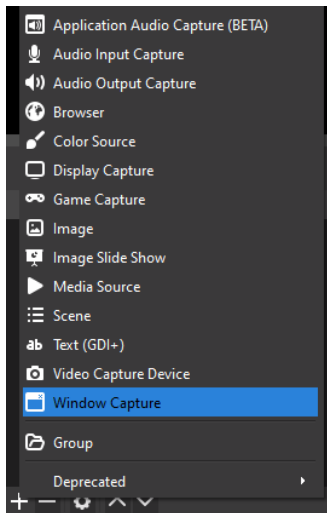
2. Under the “Config” menu, ensure the NesHawk core is chosen, then load up your MTPO ROM.



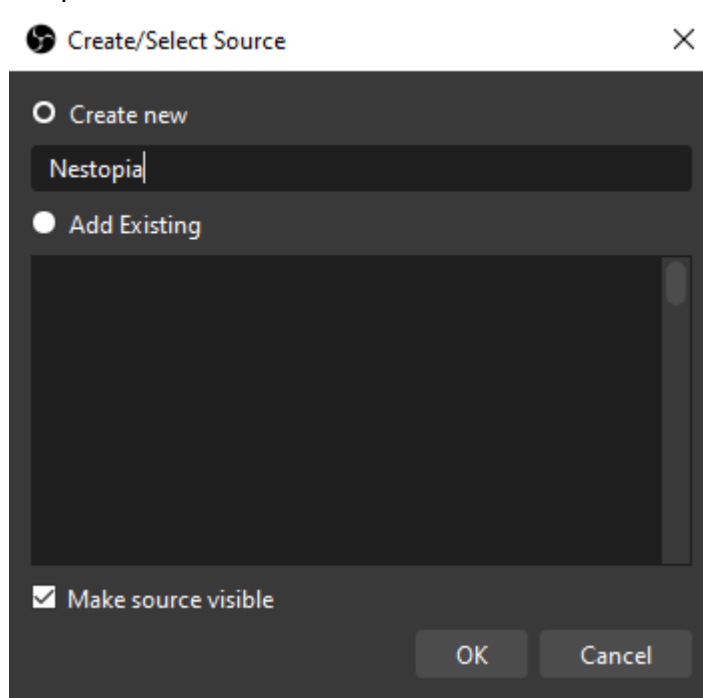
OpenEmu / MesenRTA: Use default settings.

Part 2 - OBS Studio Setup:

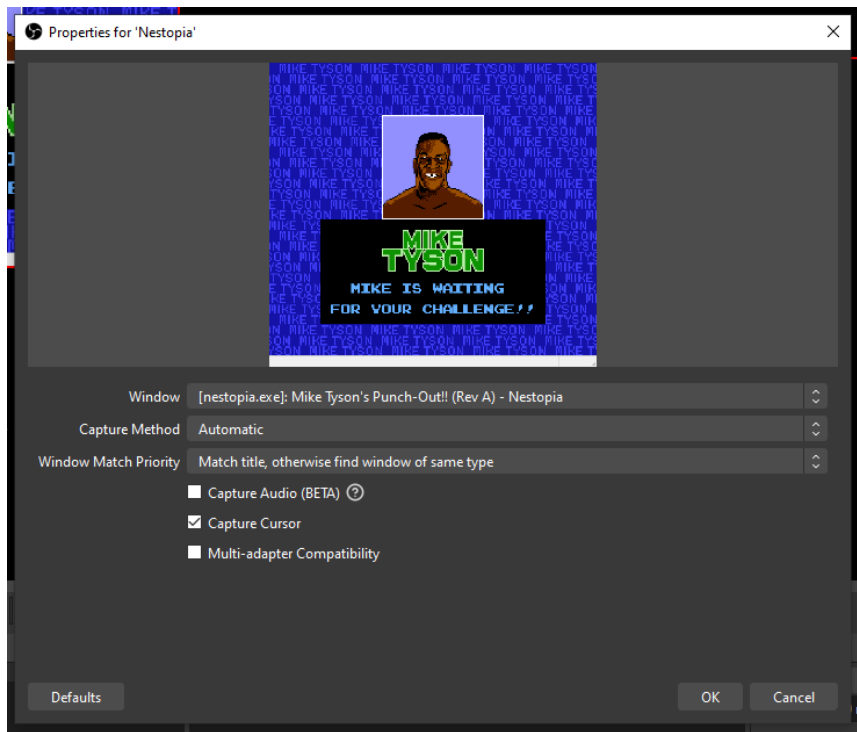
1. For all emulators, start out by ensuring your emulator is up and running and then proceed to add the Window Capture to your Scene.
2. In OBS, under the “Sources” area, click on the + sign and choose “Window Capture”.



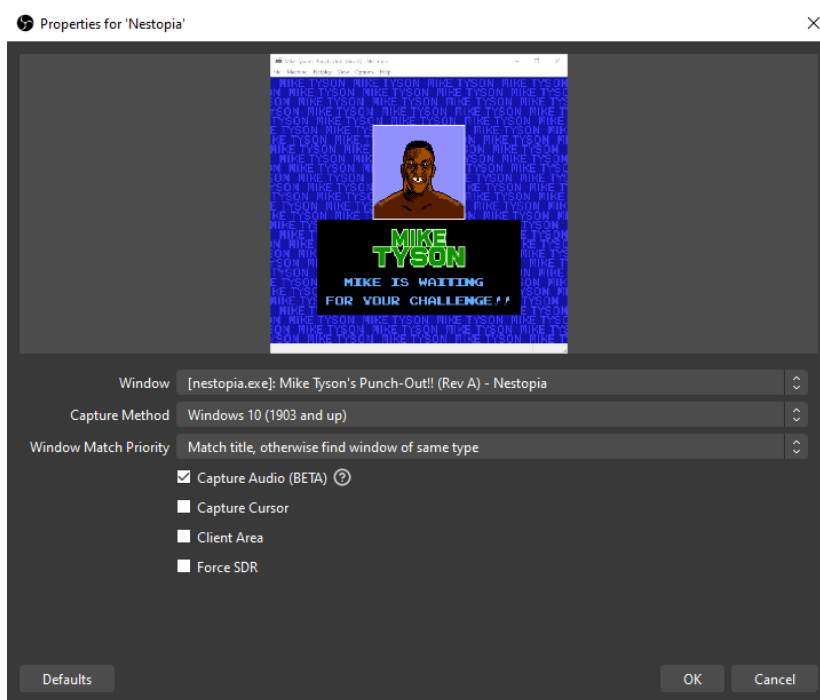
3. In the window that opens up, enter a name for the capture. I used “Nestopia” in the example here.



4. After entering in a name, a new window will open up where you can then choose what you want to capture. Choose the window currently running the MTPO game. As you can see, the header information is currently NOT being captured with default settings.

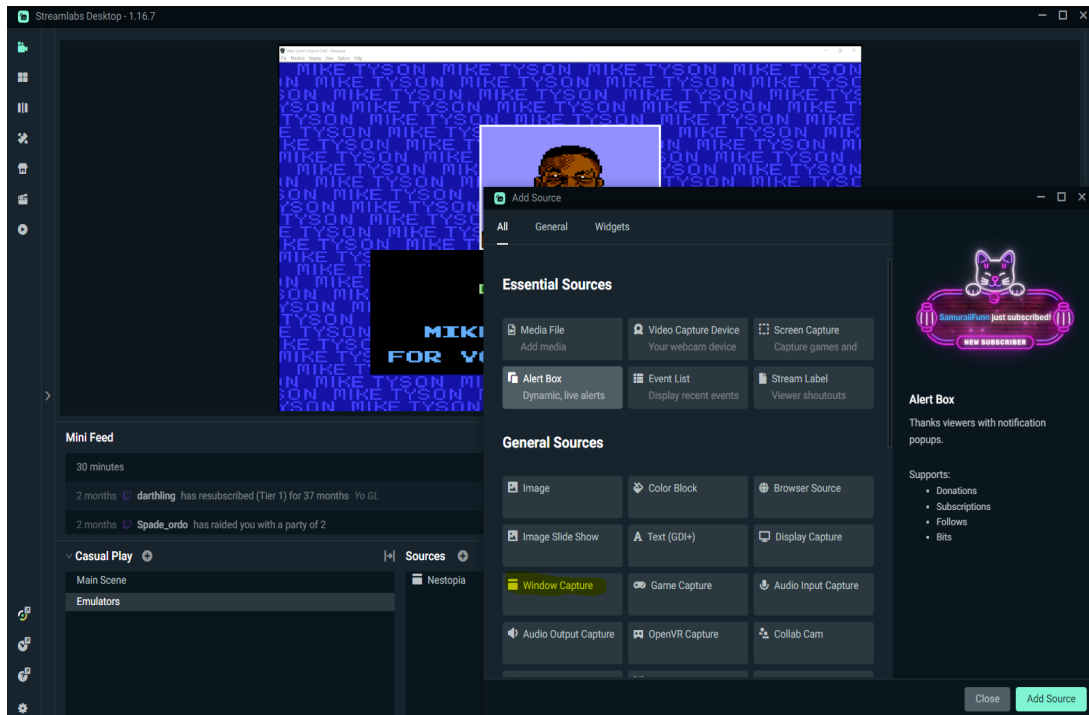


5. In this window, change the “Capture Method” to “Windows 10 (1903 and up)”, check the “Capture Audio (BETA)” box, and uncheck the “Capture Cursor” and “Client Area” checkboxes.

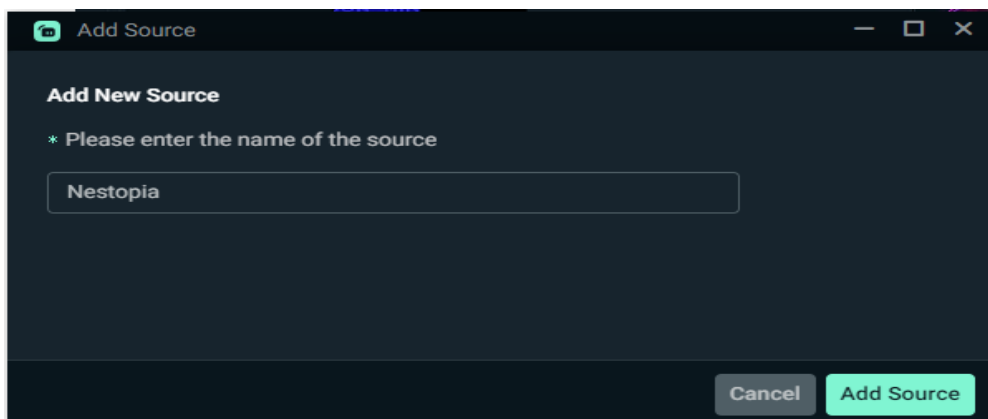


Part 3 - Streamlabs Setup

- For all emulators, start out by ensuring your emulator is up and running and then proceed to add the Window Capture to your Scene.
- In Streamlabs, to the right of “Sources”, click on the + sign and choose “Window Capture” which is highlighted in yellow, then click on “Add Source” which is the Green Button at the bottom right of the smaller window..



- In the window that opens up, enter a name for the capture. I used “Nestopia” in the example here.



- After entering in a name, a new window will open up where you can then choose what you want to capture. Choose the settings shown in the screen shot to display the game capture and Window Header of the emulator. Once all settings are satisfied, click “Done” in the bottom right green box to finish.

