## XBL Score Ticker Stream Overlay

## **OBS Studio Instructions**

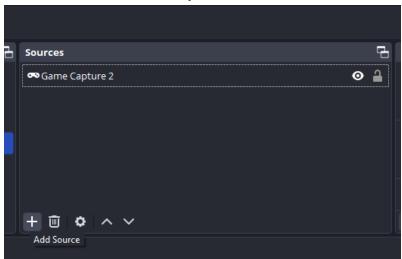
Streamlabs Instructions

Contributions welcome! Source code:

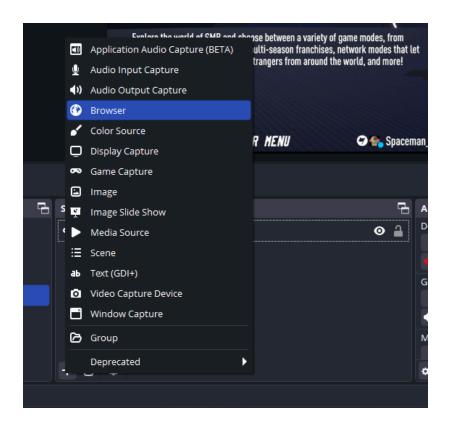
https://github.com/spacemanspumoni/xbl-ticker/blob/main/xbl-ticker.html

## **OBS Studio Instructions**

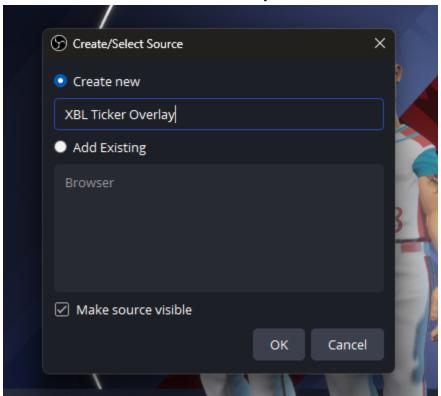
1. Add a new source to your scene



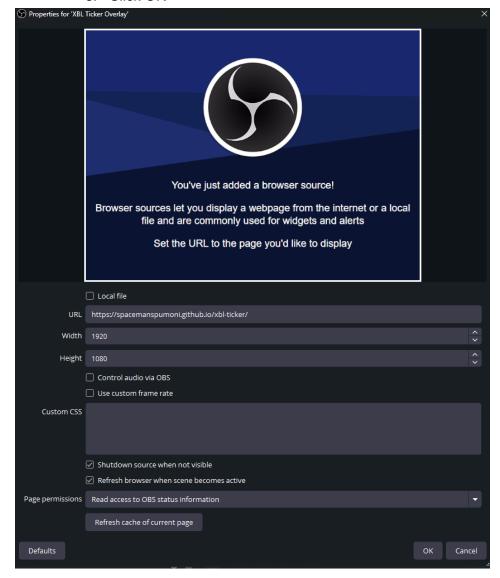
2. Choose "Browser"



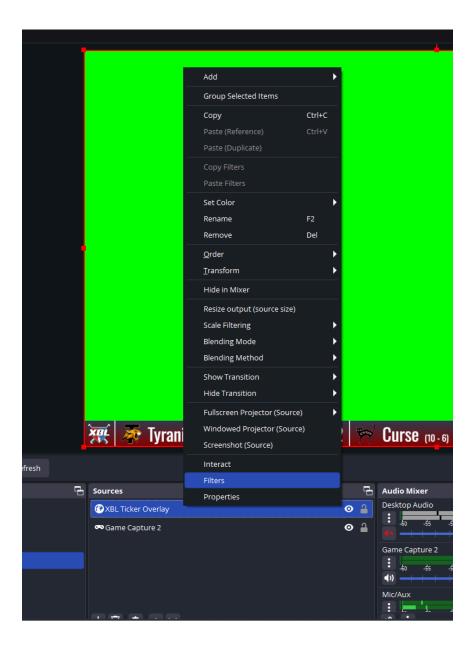
3. Name source "XBL Ticker Overlay" and click OK



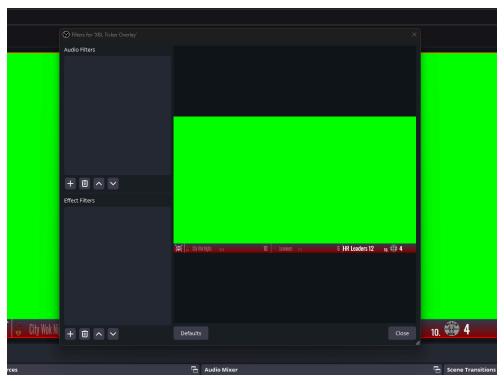
- 4. For URL: enter <a href="https://spacemanspumoni.github.io/xbl-ticker/">https://spacemanspumoni.github.io/xbl-ticker/</a>
  - a. Set the width and height to your preferred output resolution
  - b. Delete any code in "Custom CSS"
  - c. Optional check "Shutdown source when not visible"
  - d. Ensure "Refresh browser when scene becomes active" is checked
  - e. Click OK



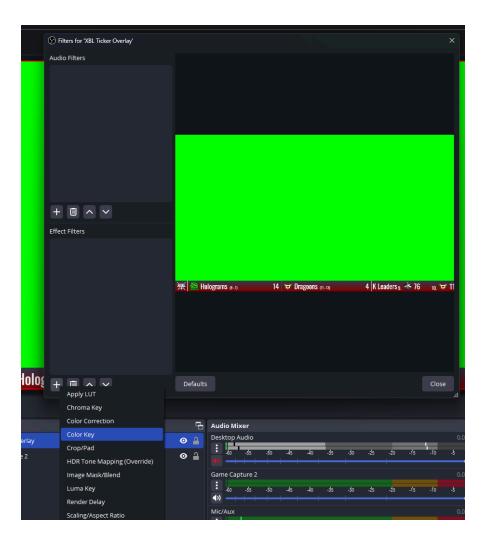
5. You'll now see the browser source displayed. Right click XBL Ticker Overlay and choose Filters.



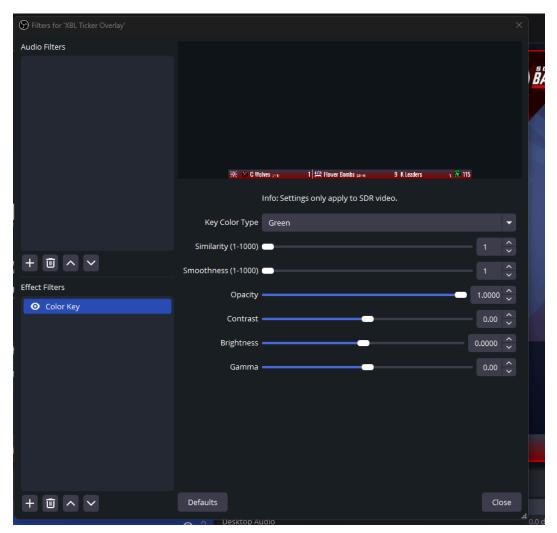
6. Click "+" under Effect Filters in the lower left corner



7. Choose "Color Key"



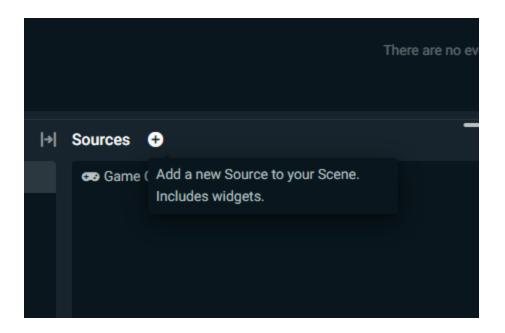
8. Choose Key Color Type "Green" and set the Similarity and Smoothness sliders to 1



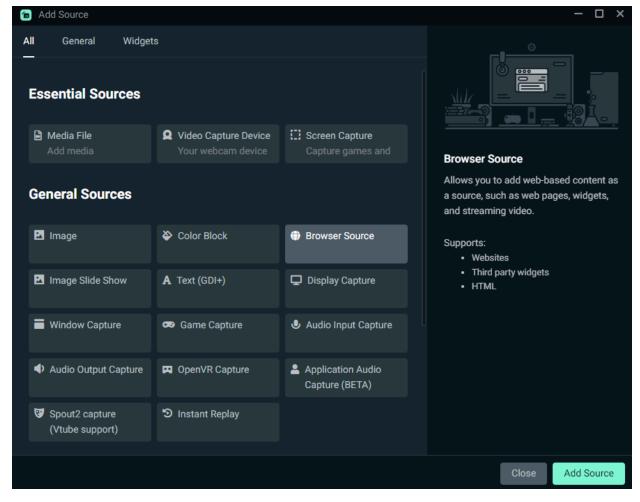
9. Close. You should now see your game and other sources behind the overlay

## Streamlabs Instructions

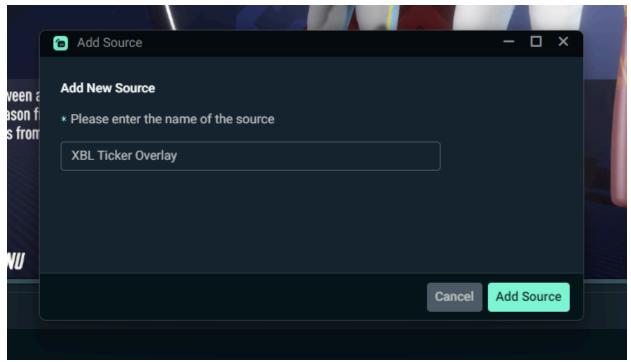
1. Add a new source



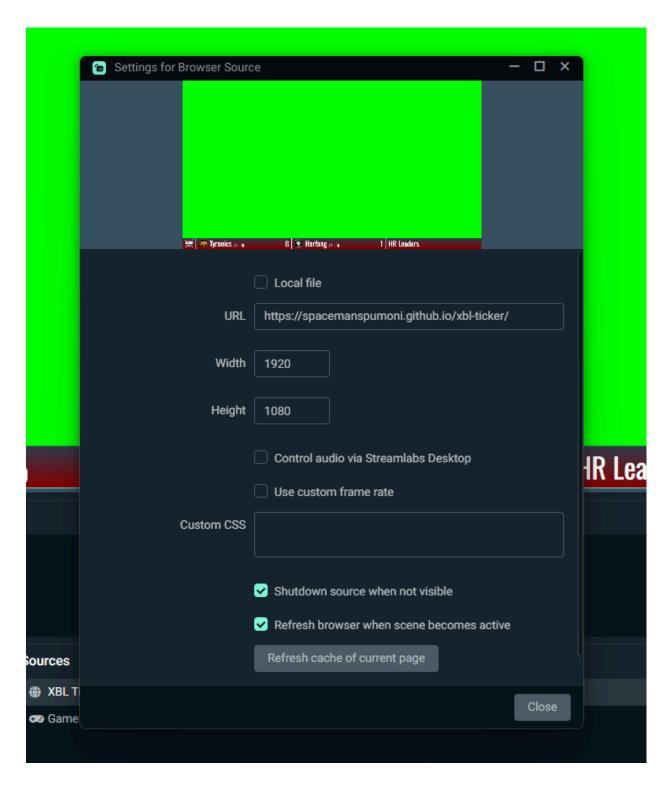
2. Choose Browser Source and Add Source



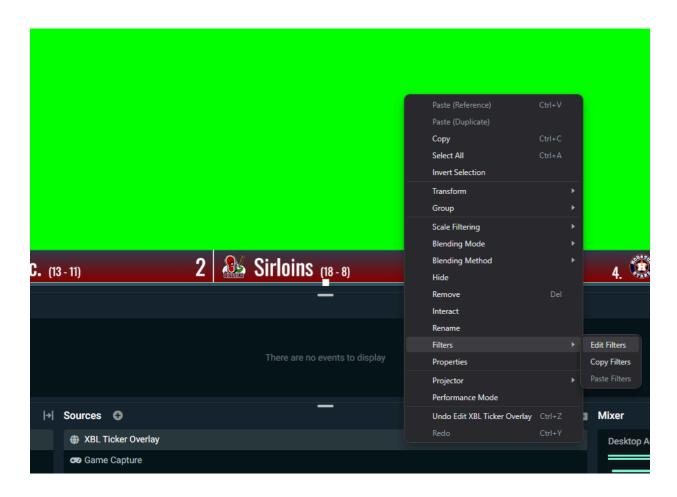
3. Name the source, Add Source



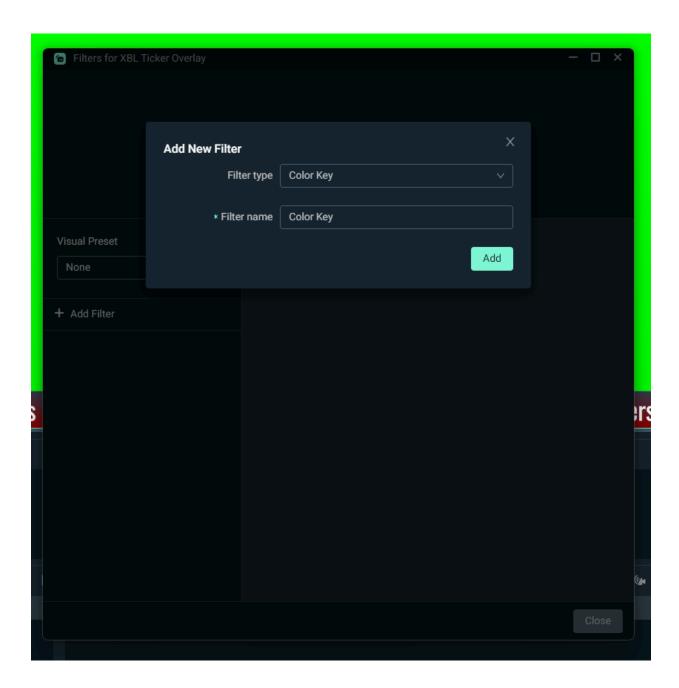
- 4. Enter <a href="https://spacemanspumoni.github.io/xbl-ticker/">https://spacemanspumoni.github.io/xbl-ticker/</a> for URL
  - a. Set Width and Height to your preferred output resolution
  - b. Clear any Custom CSS
  - c. Optional check "Shutdown source when not visible"
  - d. Ensure "Refresh browser when scene becomes active" is checked
  - e. Click Close



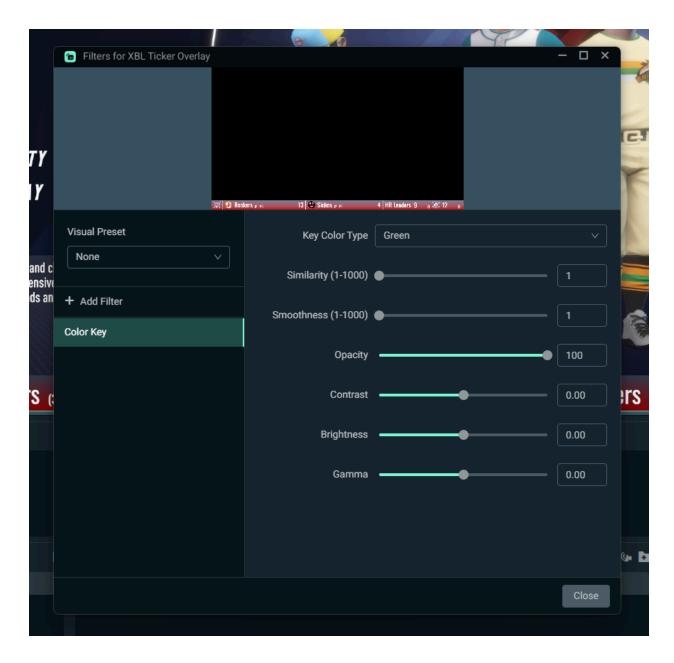
5. You'll now see the browser source displayed. Right click XBL Ticker Overlay and choose Filters > Edit Filters



6. Add a new Color Key filter



7. Choose Key Color Type Green and set Similarity and Smoothness sliders to 1



8. Close. You should now see your game and other sources behind the overlay

