
ezcap326

GameDock Ultra

MANUAL

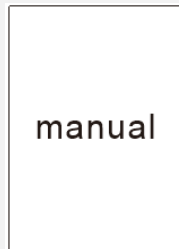
www.ezcap.com

Preparation

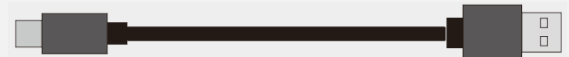
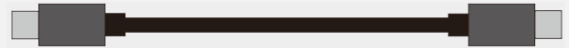
Inside the box



GameDock Ultra



User Manual



Type-C to Type-C/A cable



Headset adapter



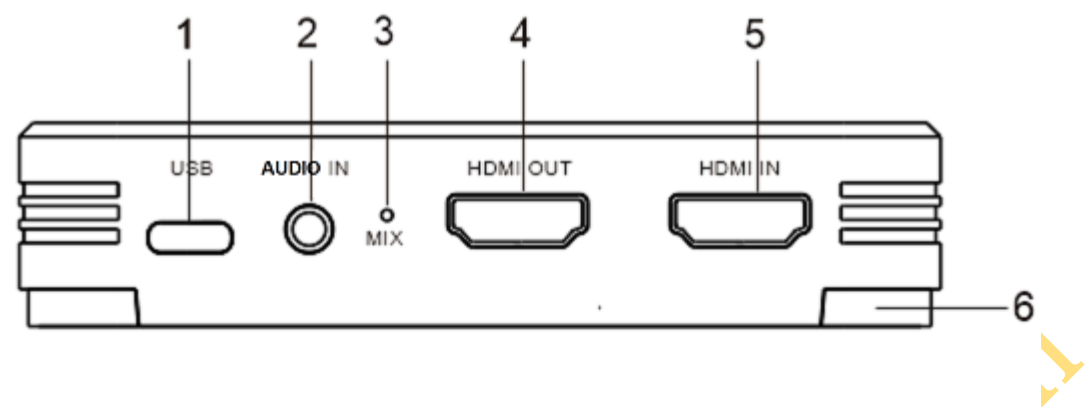
Chat link cable (optional)

Software

For professional live streaming or recording, we suggest use OBS, download link:

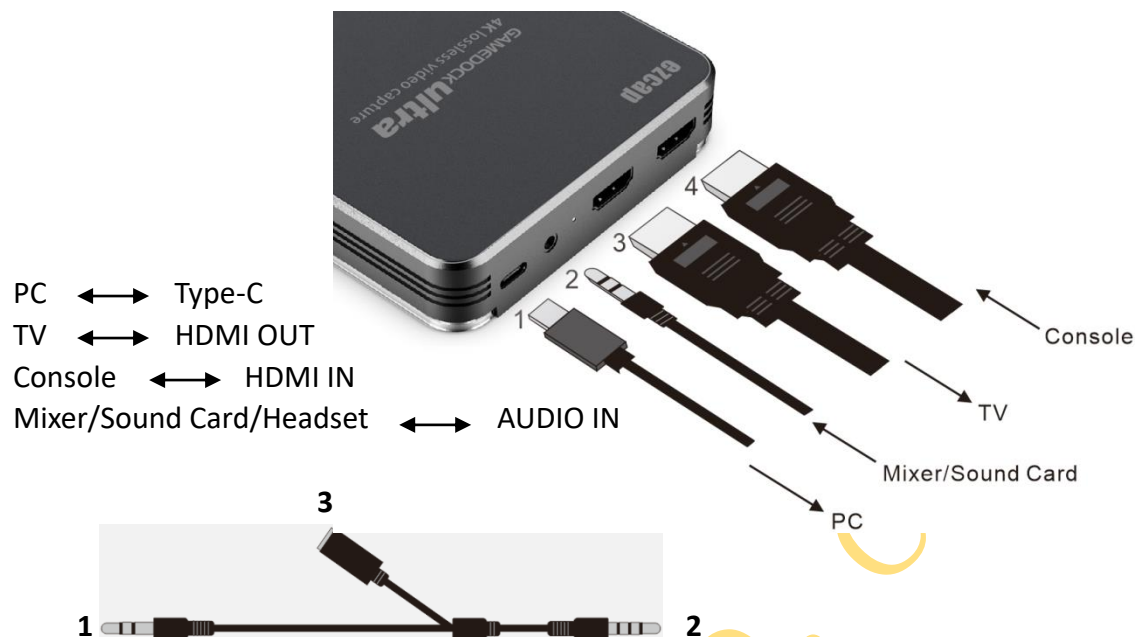
<https://obsproject.com/>

Overview



1	USB3.1 Type C port	4	HDMI Output Port
2	Audio In Port	5	HDMI Input Port
3	Mix Switch	6	LED Indicator

Installation



Chat Link Cable

This cable is only for work with consoler(PS4 or Xbox). To record party chat and gameplay audio:

Connect port 1 (TRS male port) to AUDIO IN of GameDock, connect port 2 (TRRS male port) to controller, and headset to port 3

Note: You may need do some settings on consoler, same as when you directly connect a headset.

The controller audio already include game audio, you may need to switch the Mix switch to mute HDMI:

MIX Switch

When you input a audio source to Line In port, the default mode is mix (mix the line in and HDMI audio), if you want to hear only the line in, press the MIX Switch with a needle, the LED for it will turn on, then will only play the Line In audio (MUTE HDMI).

Headset adapter

Separate TRRS Headset into TRS headphone and microphone.

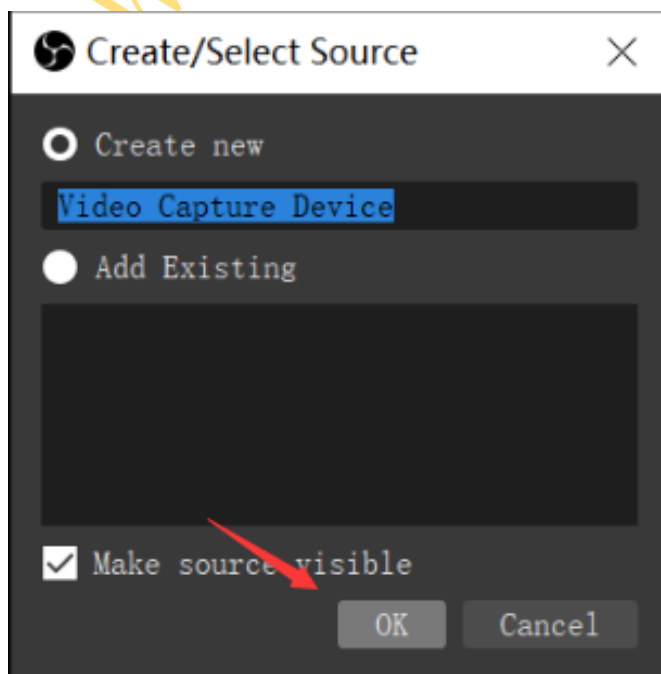
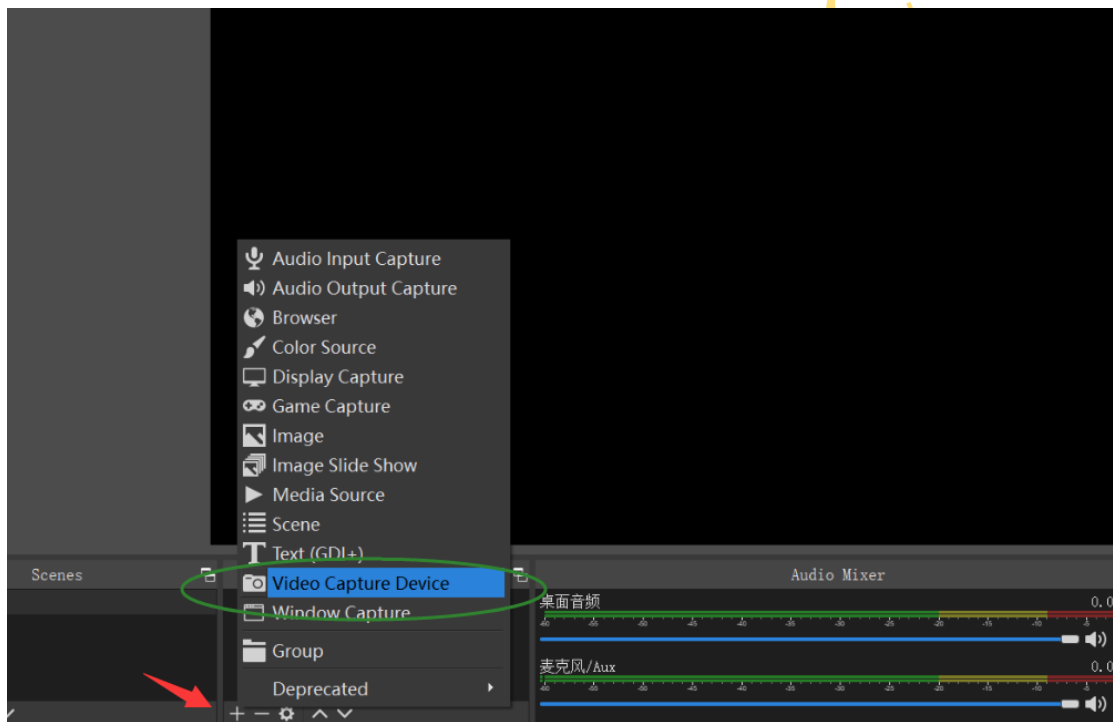
LED Indicator

Red	No operate, only power on
Blue	HDMI signal detected
Slow Flashing	With software (e.g. OBS) open, working status

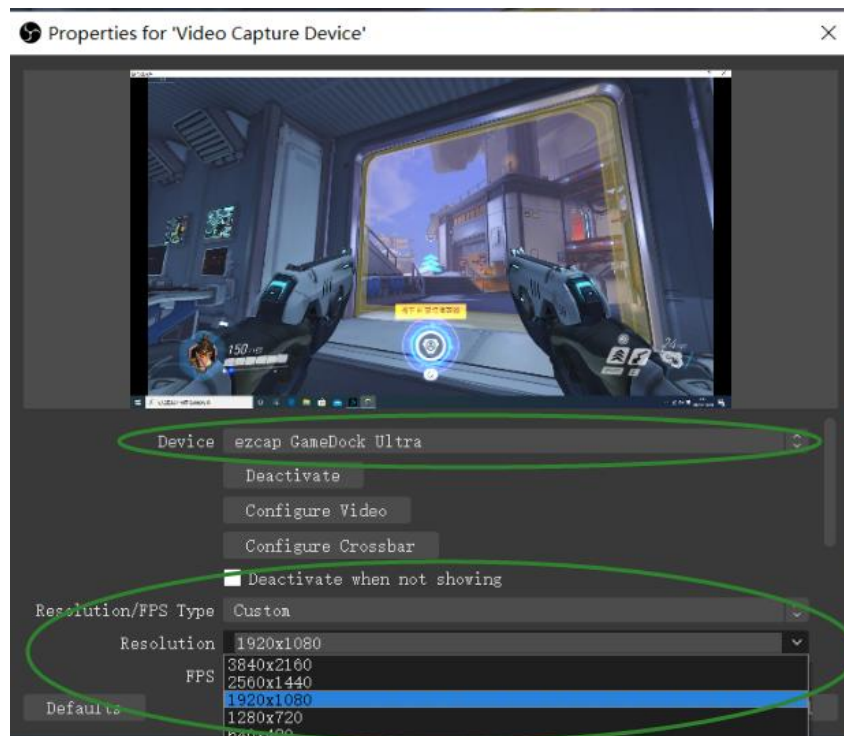
Work with OBS

Device Select

After download and installation, run OBS, add a “Video Capture Device”:



Click “OK” to Create

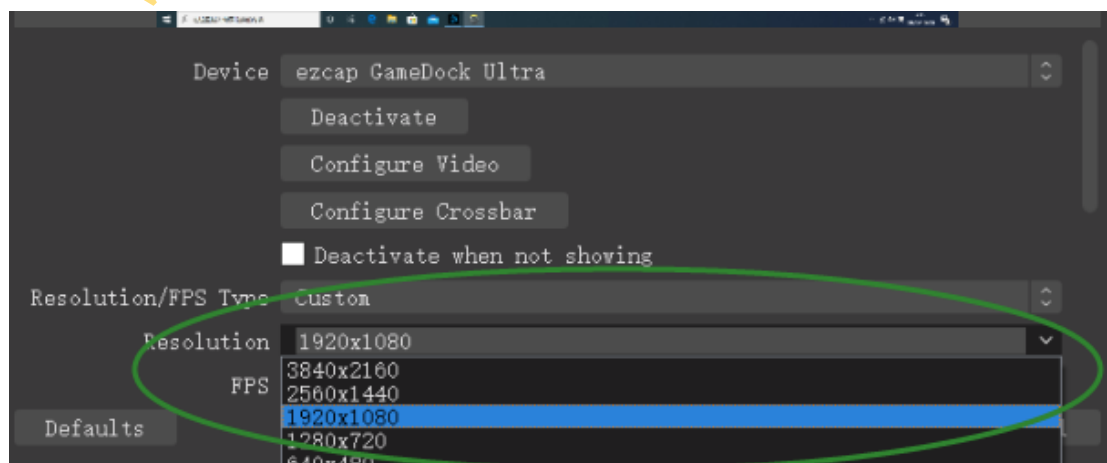


Device: Choose **ezcap GameDock Ultra**

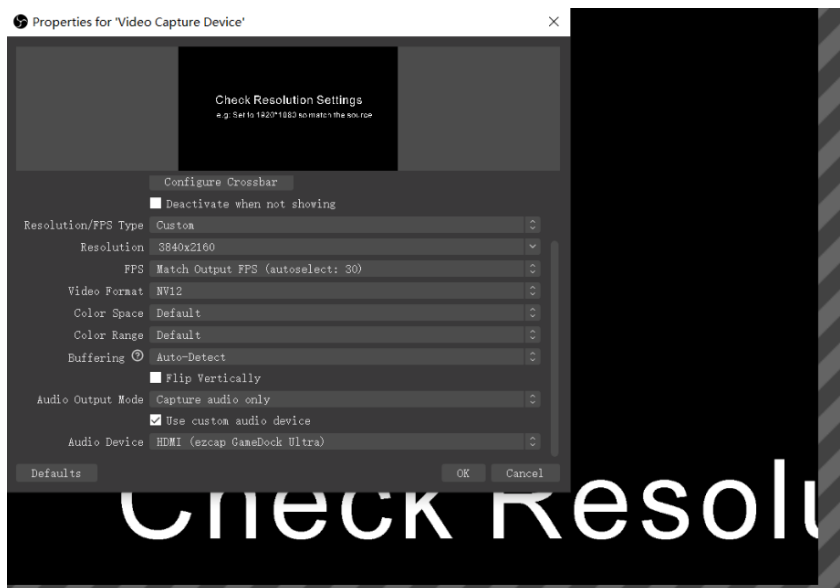
Resolution Setting

Resolution: Choose Custom or Default

Set a resolution you want (if set custom):

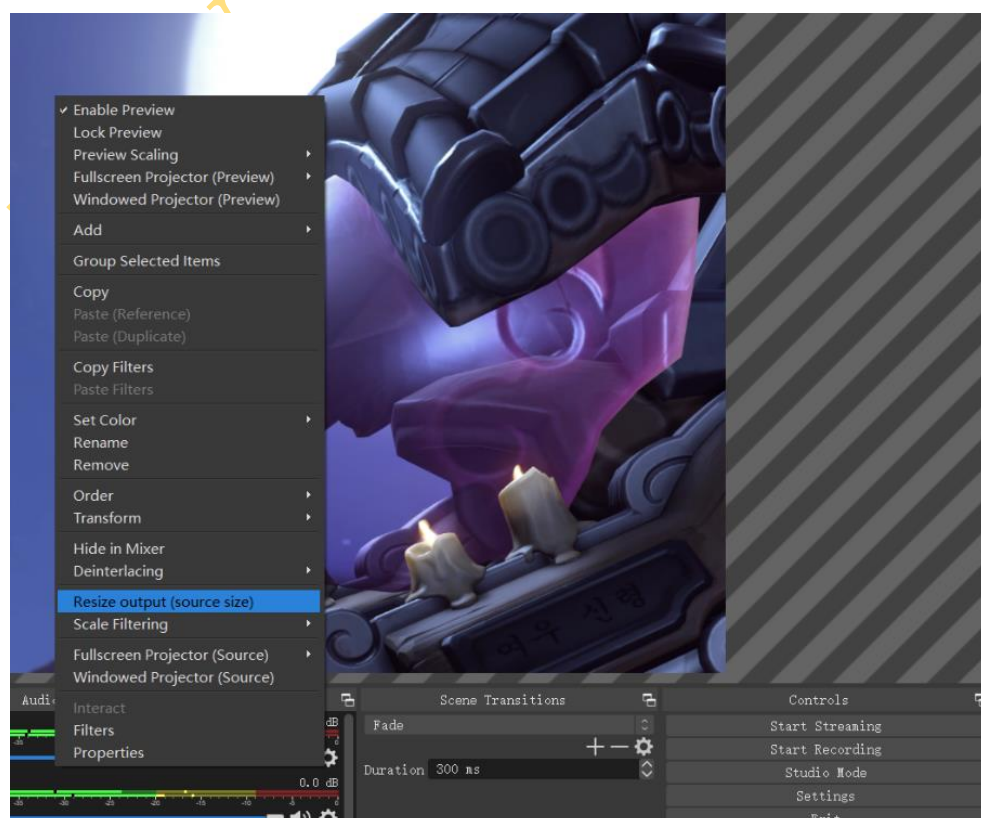


Note: Make sure the resolution set be same or smaller than source, otherwise, you may see “Check Resolutions Settings” as following:

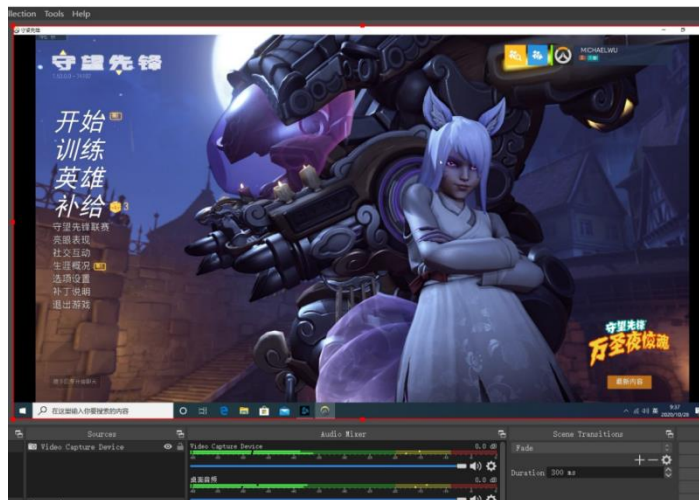


Set to 4k while input is not. Need set to lower to match the source.

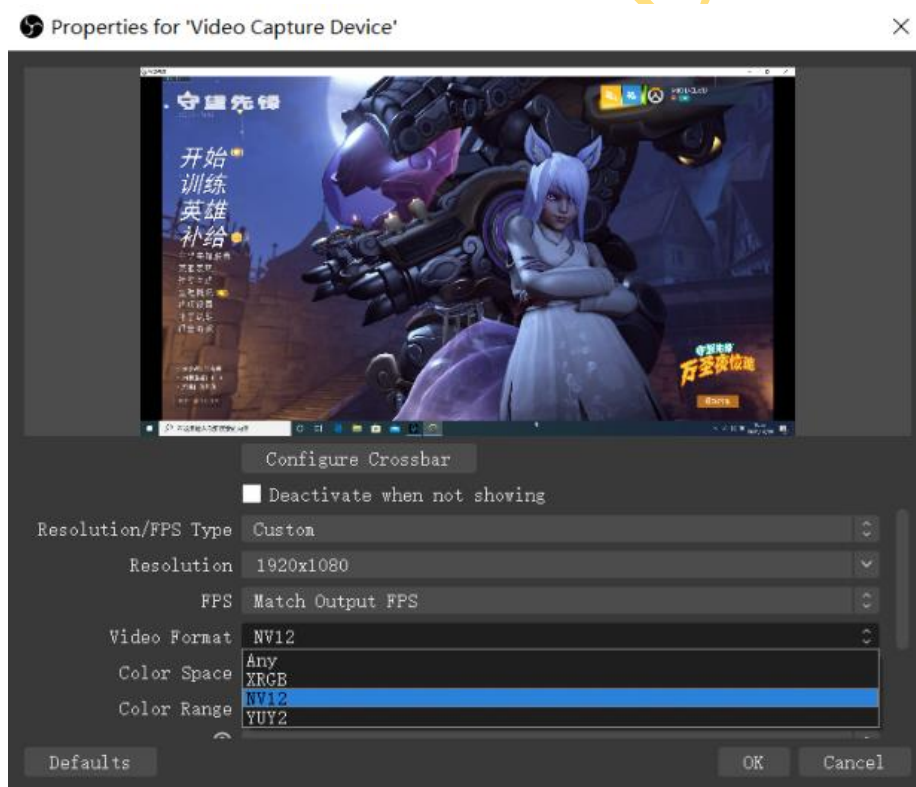
If you set resolution to 4k (3840*2160), you may found that the viewing picture is way out of the frame of OBS. Right click window, Click “ Resize output(source size)”



After confirm you can see the whole picture:



Video Format & FPS



The video format options are depends on resolution, the max FPS depends on both resolution and video format:

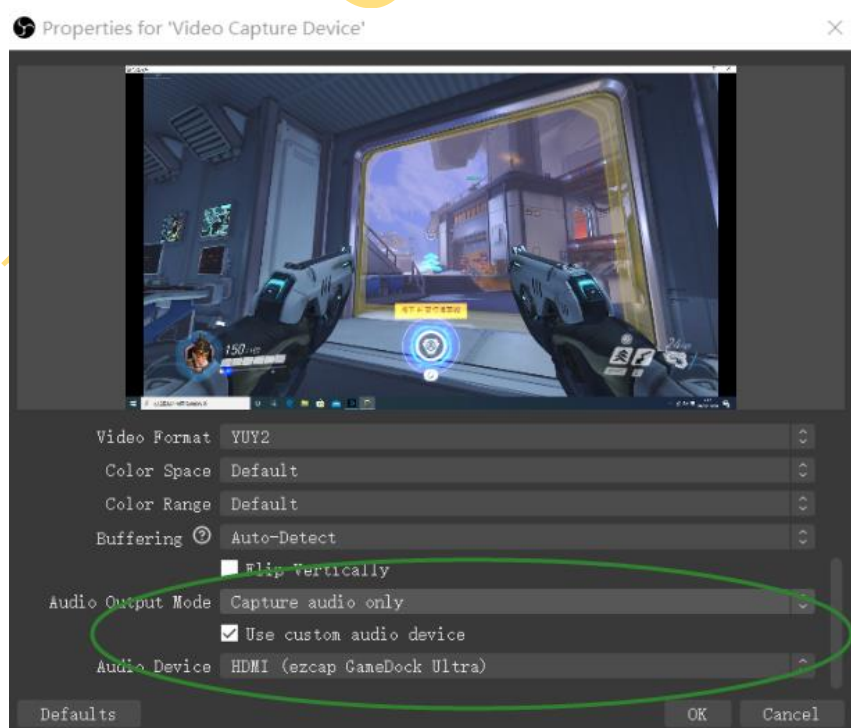
	Video Format options	MAX FPS
3840*2160	NV12	30
1920*1080	NV12	120
	YUY2	60
	XRGB	30
2560*1440	NV12	60
	YUY2	50
1280*720	NV12	60
	YUY2	60
	XRGB	60

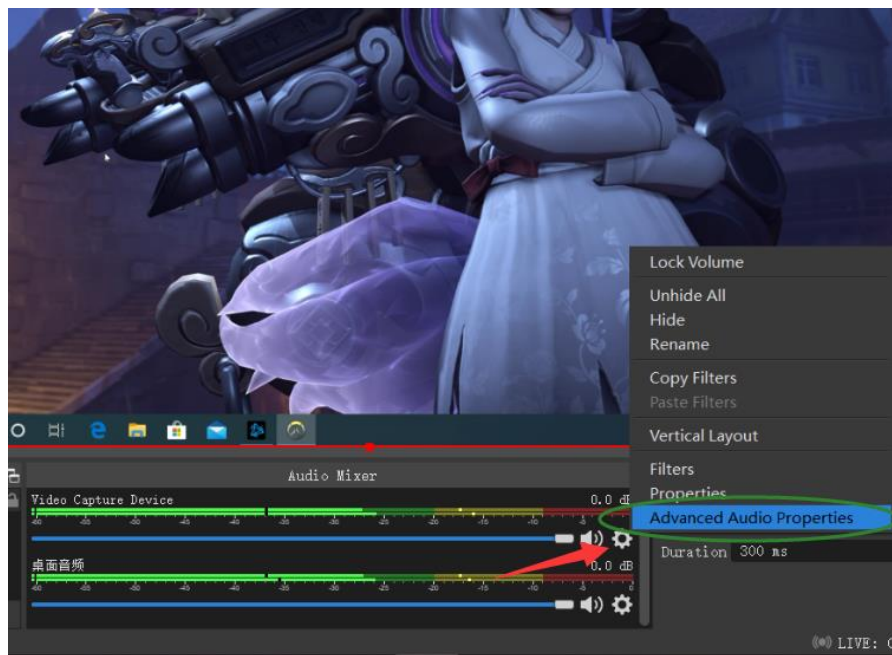
Audio Setting

Audio Output Mode: Capture audio only

Tick "Use custom audio device"

Audio Device: HDMI (ezcap GameDock Ultra)

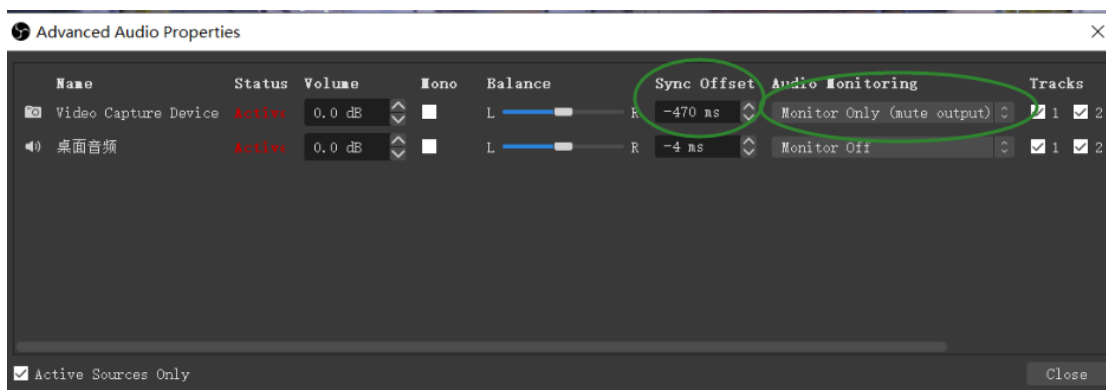




Click Settings, then click “Advanced Audio Properties”

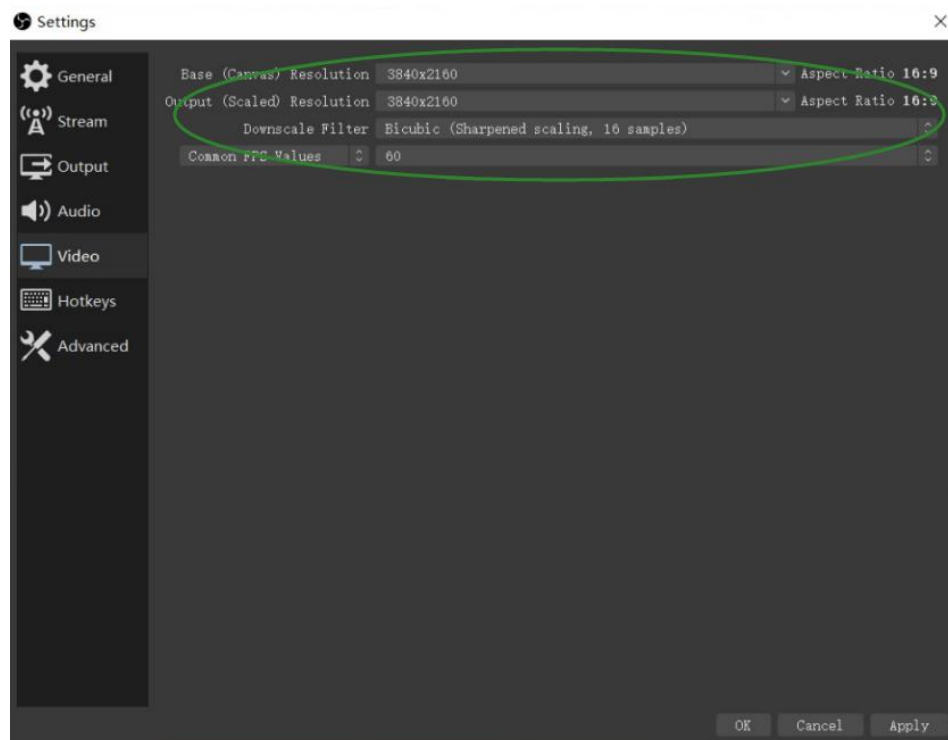
Audio Monitoring: “Monitor Only (mute output)”

Sync offset: - 470ms (this is for audio and video sync; you can adjust it till your audio video is synchronous)

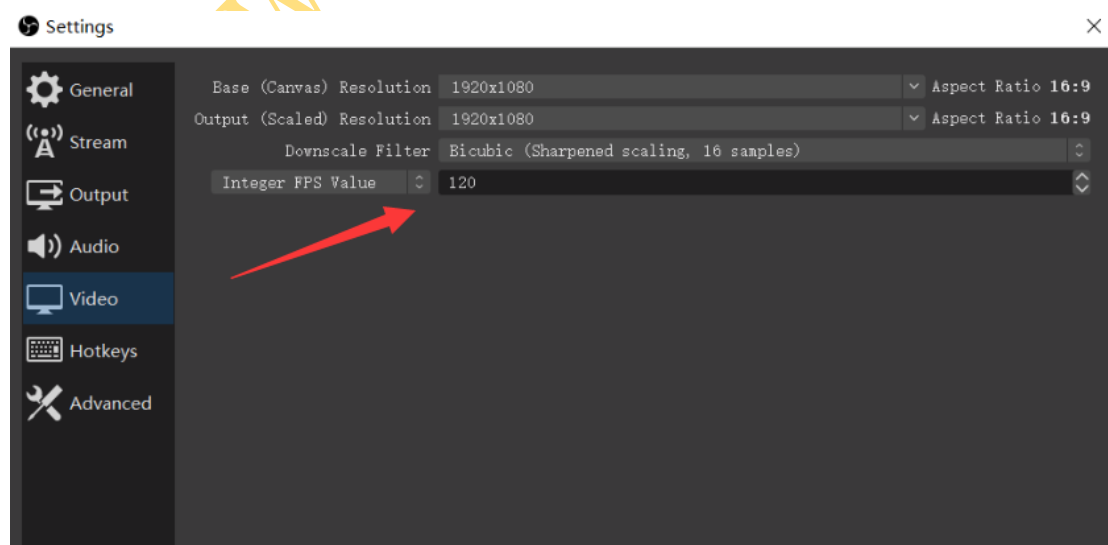


Recording

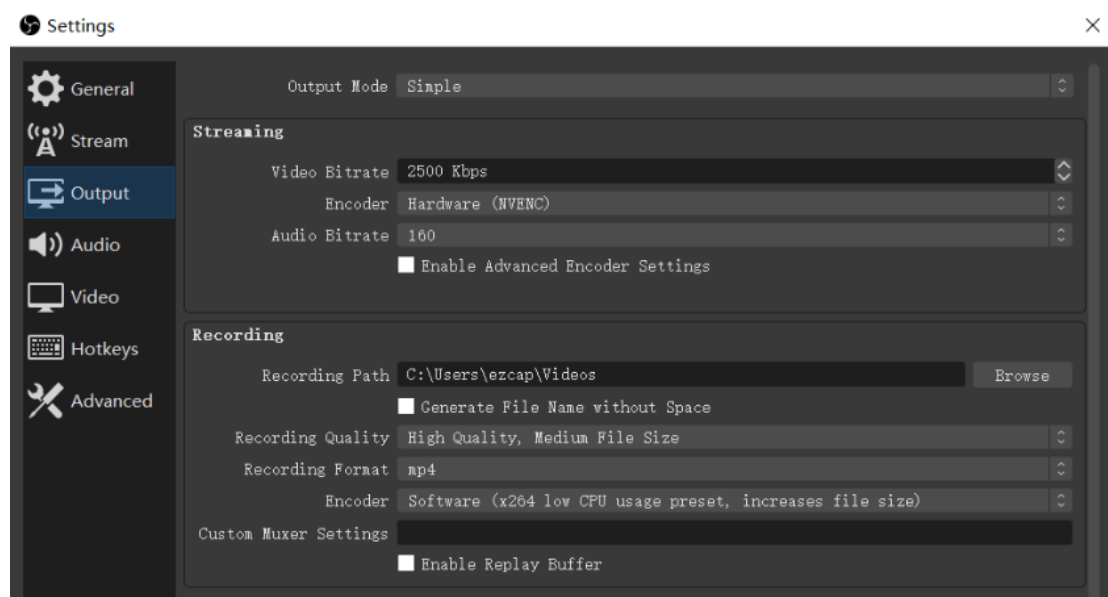
Record resolution setting:



You may also want to record a 120HZ video --- Choose Integer FPS, then type 120:



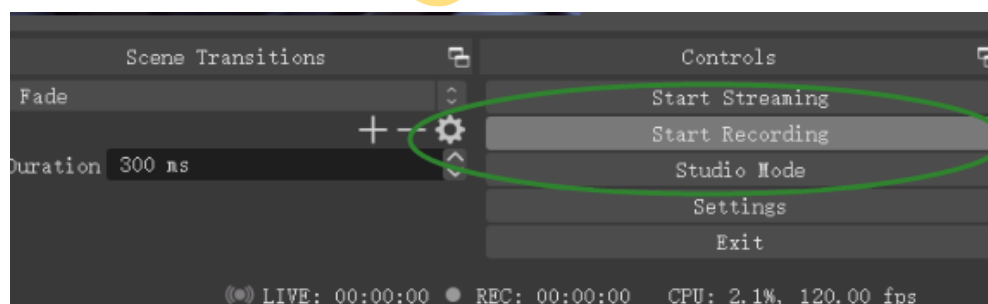
Output setting for Recording:



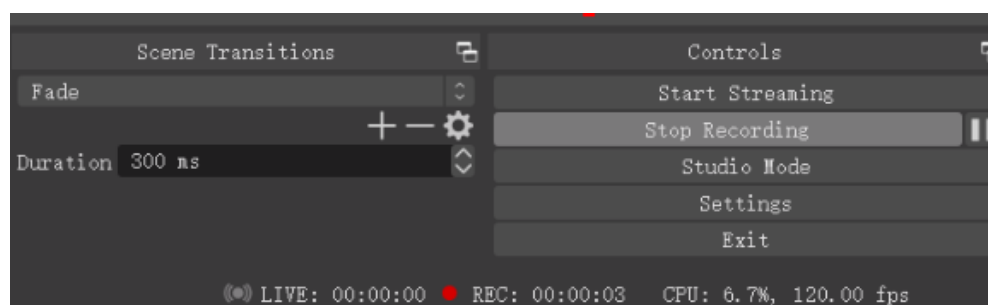
If you want record a better quality, one of the suggest setting is:

Recording Quality	High Quality, Medium File Size
Recording Format	Mp4
Encoder	Software (x264 low CPU usage preset, increase file size)

After setting, simply click "Start Recording"

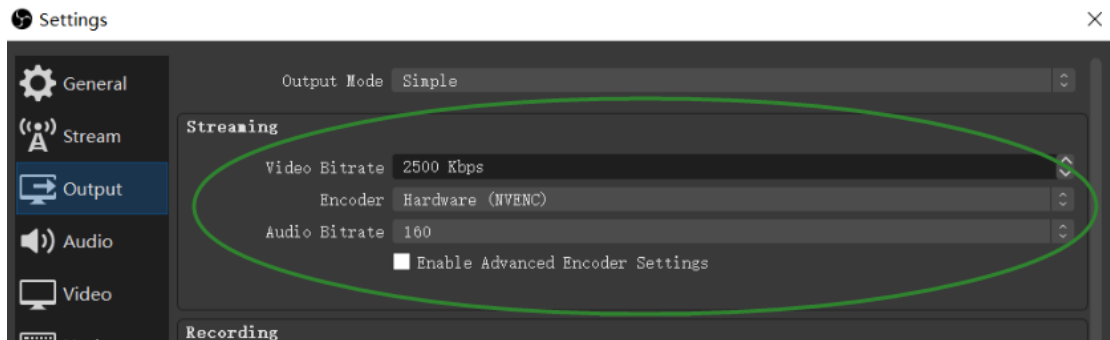


During recording click to stop when you want:

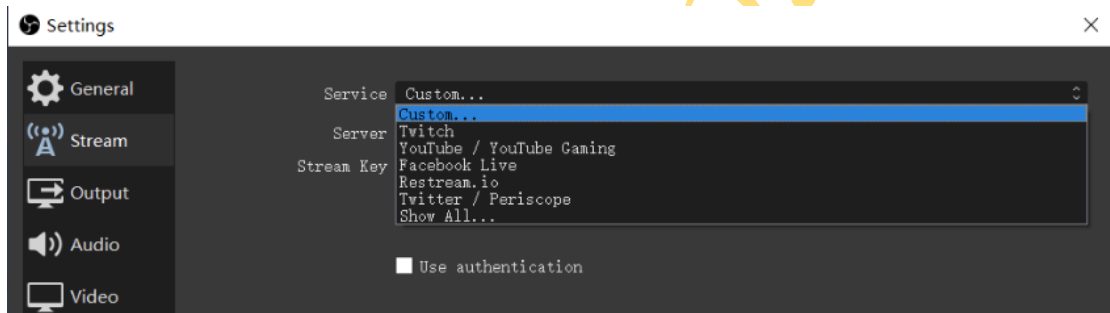


Streaming

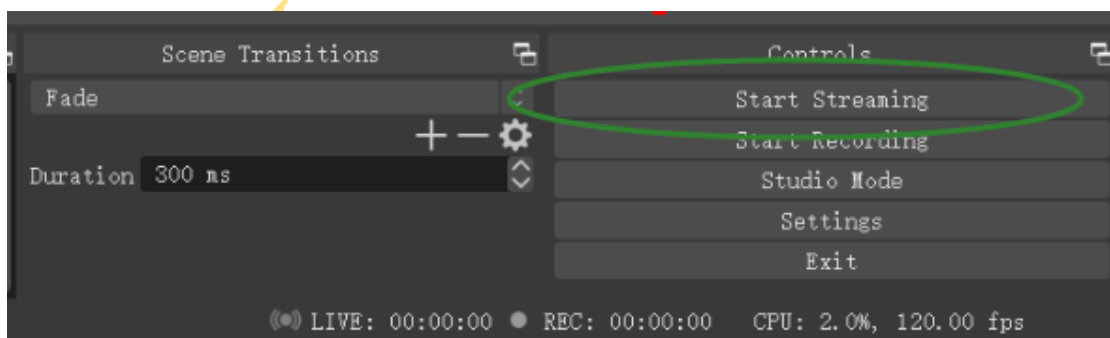
Set video quality for streaming (adjust depends your computer, network speed):



Set the service:



Click "Start streaming" to start:



Specifications

Interface	Type-C USB3.1 Gen1
Input & Output (Pass-Through)	HDMI 2.0
Audio Input	3.5MM TRS Line In, 3.5mm CTIA headset
Max. Pass-Through Resolution	2160p60 HDR /1440p144/ 1080p240
Max. Recording Resolution	1080p120, 2160p30
Supported Resolution	2160p, 1440p, 1080p , 720p
Video Format	YUY2, NV12, RGB
Dimensions (W x D x H)	99 x 99 x 23 mm

Operating system

Windows® 10 x64

Laptop

For 4Kp30 or 1080p120 recording:

- Intel Core i7-7700HQ or above
- NVIDIA® GeForce® GTX1050 Ti or above
- 8 GB*

For 1080p60 recording: - Intel Core i7-4810MQ

- NVIDIA® GeForce® GTX 870M or above
- 8 GB

Desktop

For 4Kp30 or 1080p120 recording:

- Intel® Core™ i5-6XXX / AMD Ryzen™ 3 XXX or above
- NVIDIA® GTX 1060 / AMD RX 5700 or above
- 8 GB*

For 1080p60 recording (4Kp60 HDR pass-through supported):

- Intel® Core™ i5-3330 or above (i7-3770 recommended)
- NVIDIA® GeForce® GTX 650 / AMD Radeon™ R7 250X or above
- 4 GB

* RAM must be DDR4 2400 or above

Mac system requirement :

Operating system: MacOS High Sierra 10.15 and above Mac Thunderbolt 3

For 4Kp30 or 1080p120 Recording (4Kp60 HDR pass-through supported)

iMac 2019:

- 3.2GHz 6-core Intel Core i7
- Radeon Pro 555X with 2GB of GDDR5 memory
- 16GB of 2400MHz DDR4 memory

MacBook Pro 2018:

- 2.6GHz 6-core Intel Core i7
- Radeon Pro 560X with 4GB of GDDR5 memory and above
- 16GB 2400MHz DDR4 memory

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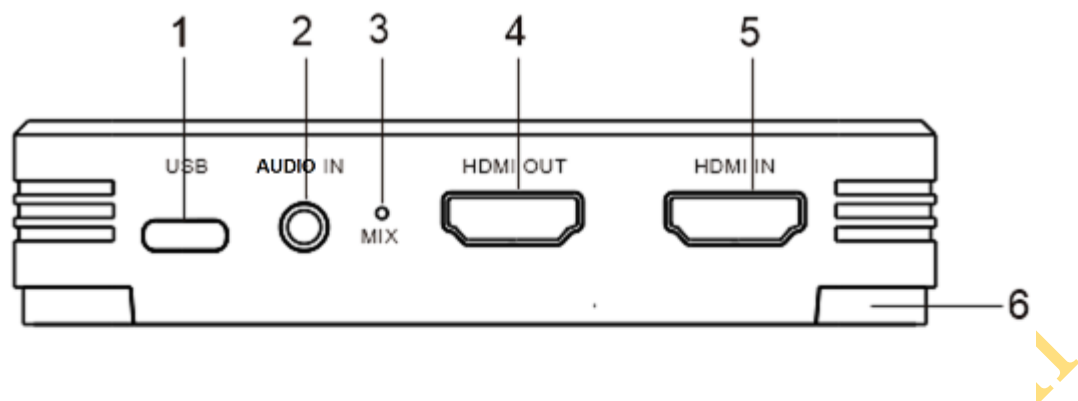
ezcap326

GameDock Ultra

操作指南

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概览



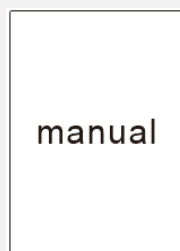
1	USB3.1 Type C	4	HDMI 输出
2	音频输入	5	HDMI 输入
3	混音开关	6	指示灯

准备

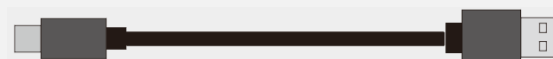
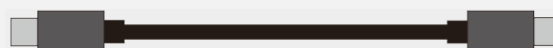
包装内容



GameDock Ultra



说明书



Type-C to Type-C/A 线



耳麦转接线



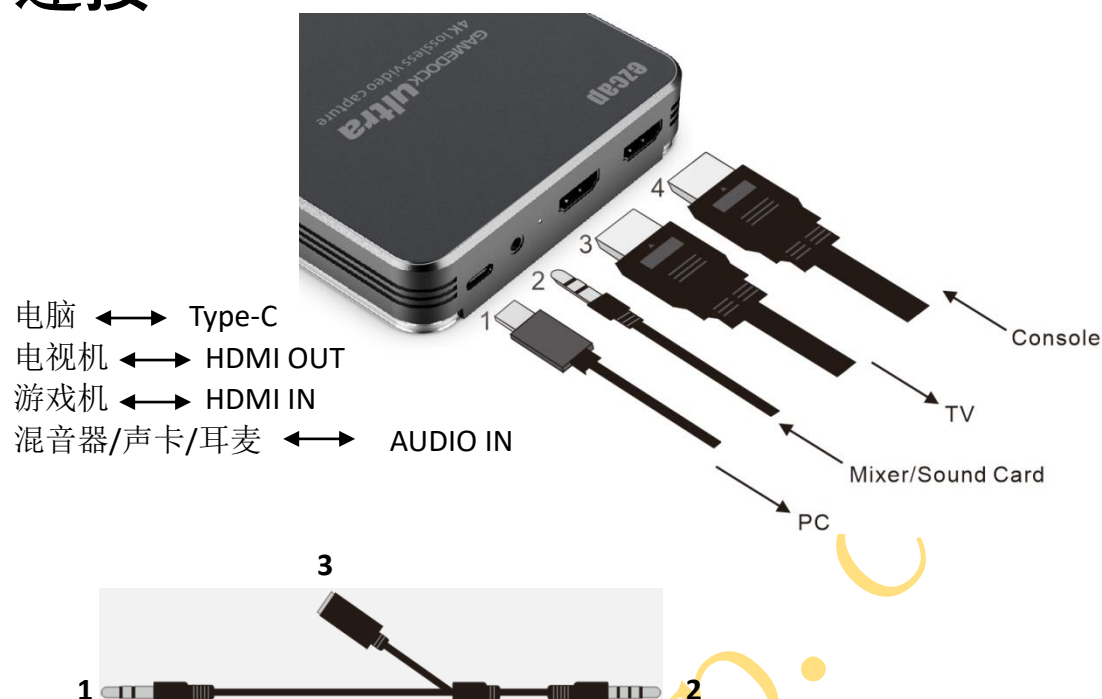
Chat Link 线 (选配或单独购买)

软件

我们推荐免费的专业的直播及录制软件 OBS，下载地址：

<https://obsproject.com/>

连接



Chat Link 线

该连接线只是在视频源为游戏机(PS4 或 Xbox)的时候才有可能用到. 用于录制团队的对话及游戏的音频:
将端口 1 (3 节公头) 插到 GameDock 的 AUDIO IN, 端口 2 (4 节公头) 插入手柄, 端口 3 (母头) 插入耳麦。

注: 游戏机上需要对音频做相应的设置, 和您原来直接连接耳麦的设置相同。

由于手柄已经包含了游戏声音, 这样连接以后, 应该需要配合按下混音开关, 以对 HDMI 静音, 混音开关说明如下:

混音开关

若插入音频线, 默认为混音模式, 若不想混音, 可用针点按此开关看到灯亮, 则为单独线路输入模式 (HDMI 输入被静音)

耳麦转接线

将四节 TRRS 耳麦分开为三节的耳机和麦克风接口。

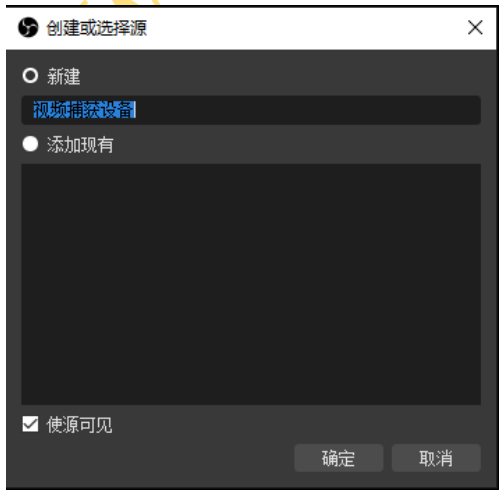
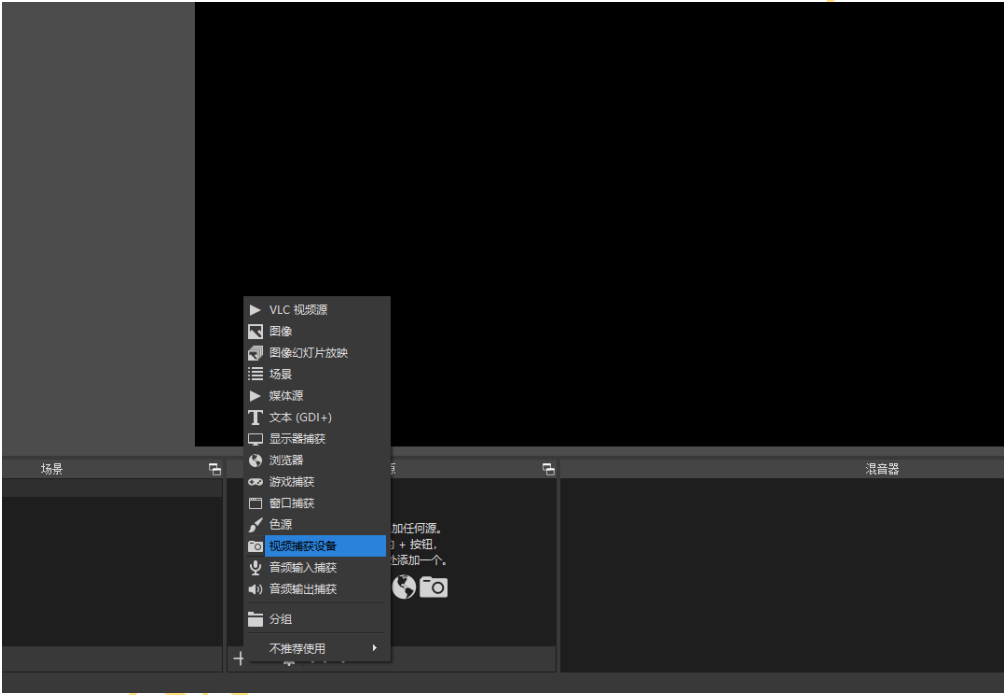
指示灯

红	上电时
蓝	侦测到视频输入信号
慢闪	有软件打开设备，工作中

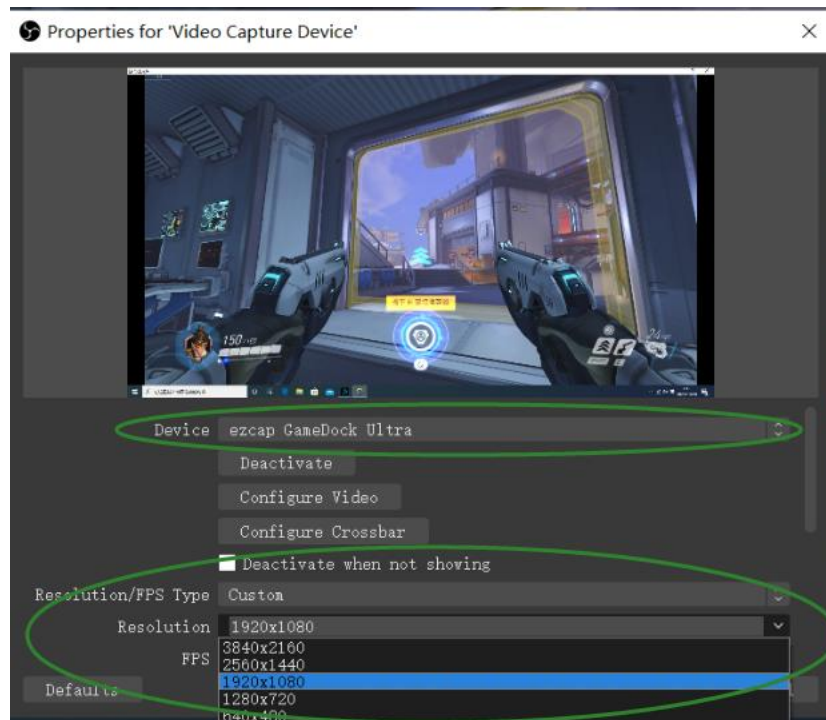
配合 OBS 使用

设备选择

OBS 安装后，双击运行，点击添加“视频捕获设备”：



点击确定

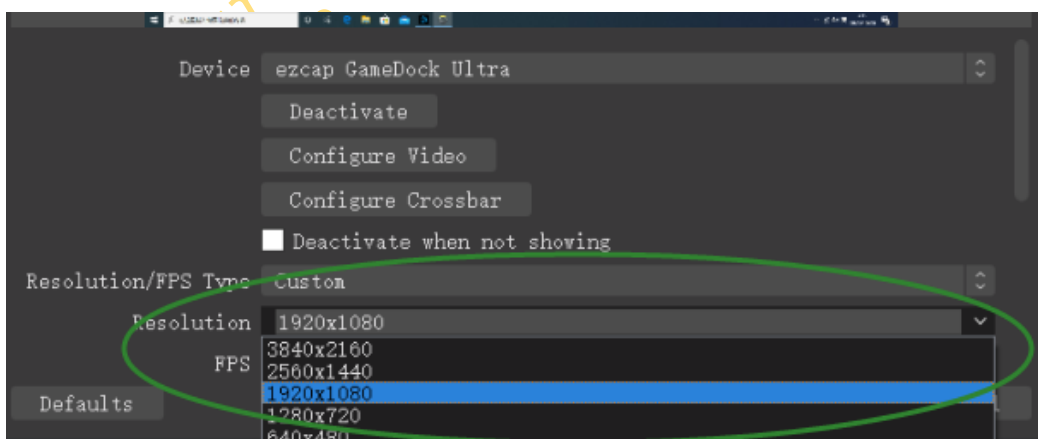


设备中选择 **ezcap GameDock Ultra**

分辨率设定

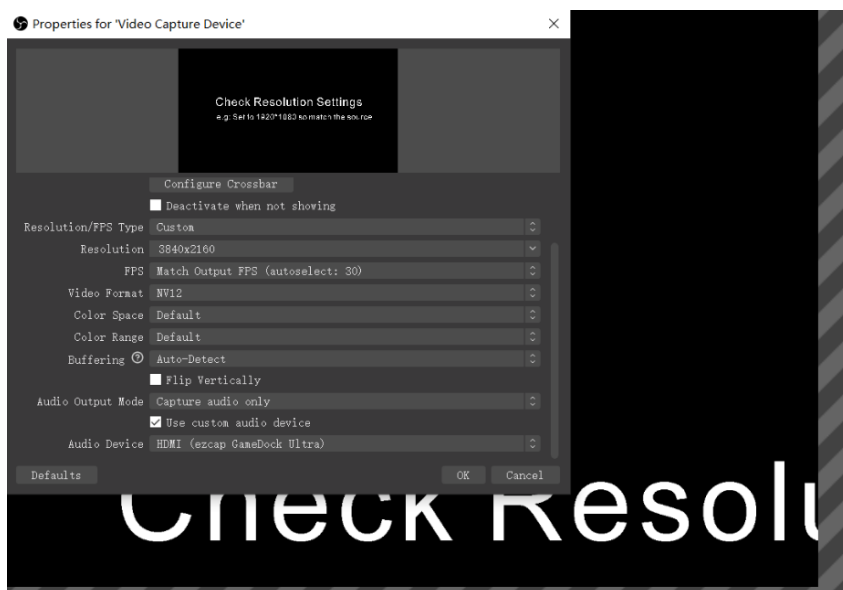
分辨率：选择设备默认或自定义

选一个需要的分辨率(若自定义):



注： 此处设置的分辨率不能高于输入源分辨率，否则软件窗口会提示 “Check Resolutions Settings”（假设输入源为 1080，但这里却

设置为 3840*2160):



此时尝试将分辨率设为 1080，或检查帧率的设置情况

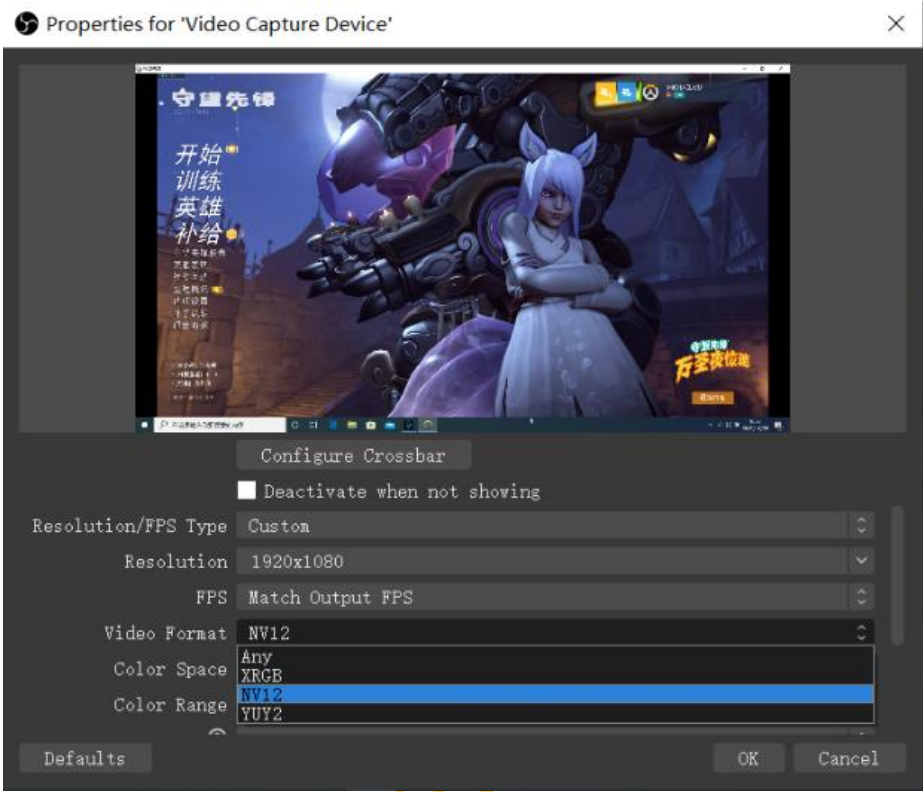
若将分辨率设置为 4k (3840*2160)（且输入源也为 4K），你可能会发现画面超出了 OBS 画框的范围：



此时可右击软件窗口，选择“调整输出大小（到源大小）”则可将画

面刚好填满画框

视频格式 & 帧率



视频格式，帧率，最高可达帧率（FPS）相对应关系如下：

可以看到在 3840*2160 分辨率时，仅有 NV12 格式可选，且最大帧率为 30

	Video Format options	MAX FPS
3840*2160	NV12	30
1920*1080	NV12	120
	YUY2	60
	XRGB	30
2560*1440	NV12	60
	YUY2	50

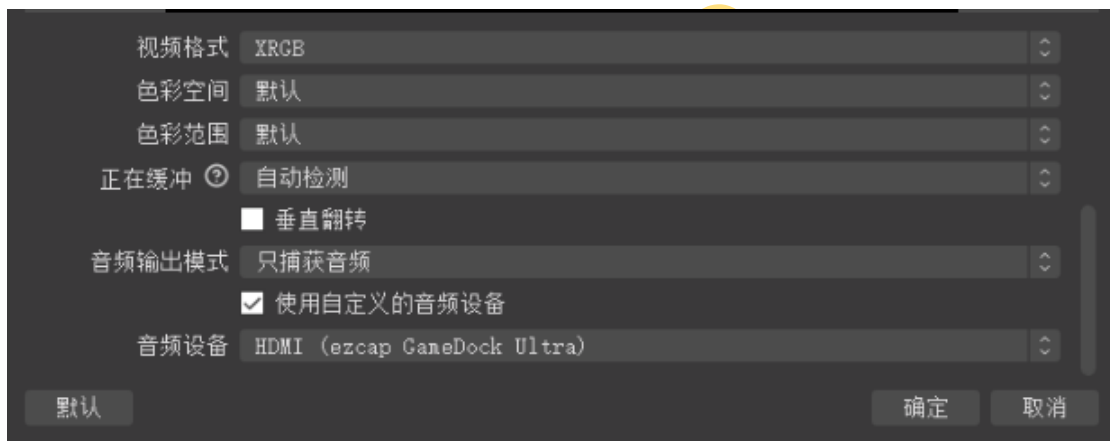
1280*720	NV12	60
	YUY2	60
	XRGB	60

音频设定

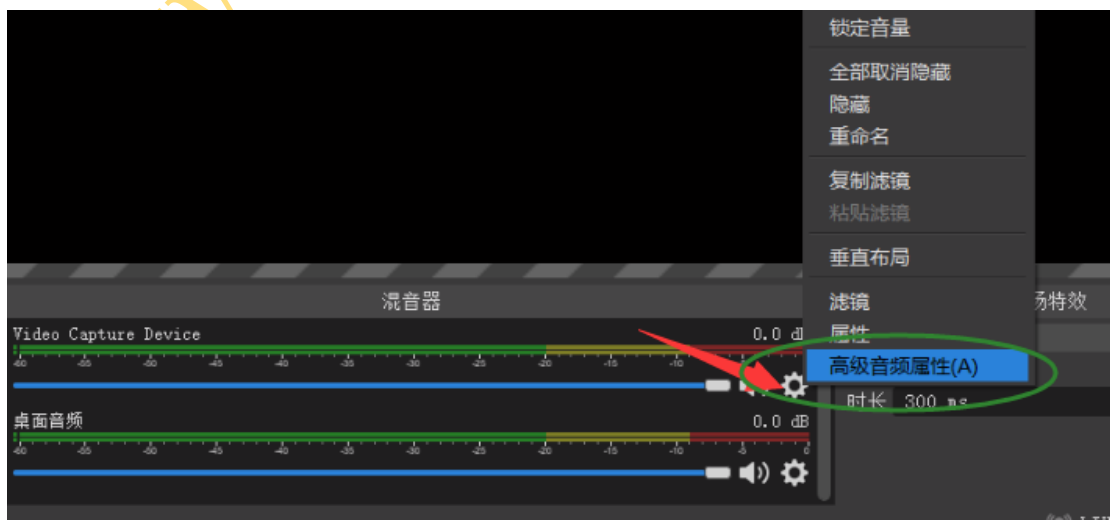
音频输出模式：选择 “只捕获音频”

勾选 “使用自定义的音频设备”

音频设备：选择 “HDMI (ezcap GameDock Ultra)”



点击属性----高级音频属性



在音频监听中选择“仅监听（输出静音）”；同步偏移中填写 -470ms, 这个设定是为了音视频同步，可依据实际情况作调整大小。



录制

设定录制分辨率，可设为 3840*2160 录制：



也可以设定为 1920*1080 120HZ 录制：

帧率处选择 “整数 FPS 值（帧率）” 然后填写 120 于空格处：



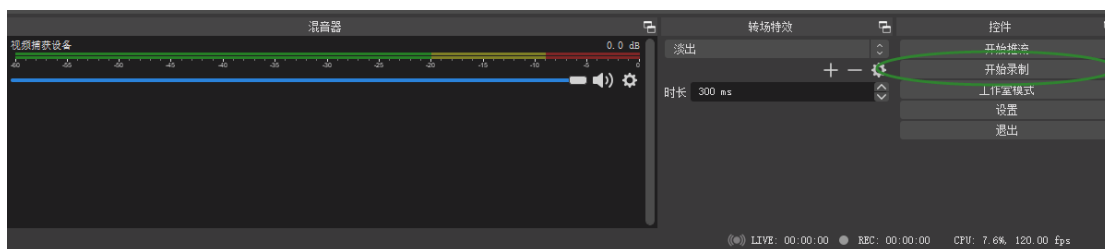
录制输出设定:



若想录制高质量的视频，一个建议的设定如下:

录制质量	高质量，中等文件大小
录制格式	Mp4
编码器	软件（x264 低 CPU 使用预设，将会增加文件大小）

上述设定后，点击“开始录制”进行录制，录制中再次点击此按钮可以停止录制



推流（直播）

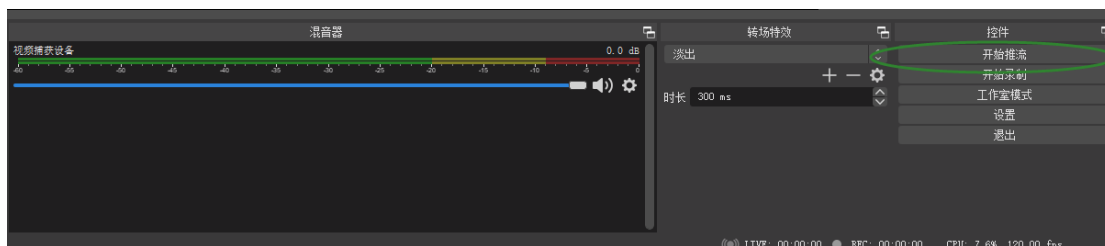
设置推流的视频比特率等（可依据使用的电脑性能，以及网络速度作调整）



设置服务器：



点击“开始推流” 以进行直播



产品规格

接口	Type-C USB3.1 Gen1
视频输入/输出	HDMI 2.0
音频输入	3.5MM 3 节线路输入，3.5MM 4 节 CTIA 耳麦
最大输出分辨率	2160p60 HDR /1440p144/ 1080p240
最大录制分辨率	1080p120, 2160p30
支持分辨率	2160p, 1440p, 1080p , 720p
视频格式	YUY2, NV12, RGB
尺寸 (长 x 宽 x 高)	99 x 99 x 23 mm

电脑系统需求

Windows® 10 x64

笔记本

4Kp30 或 1080p120 录制:

- Intel Core i7-7700HQ 或以上
- NVIDIA® GeForce® GTX1050 Ti 或以上
- 8 GB*

1080p60 录制: - Intel Core i7-4810MQ

- NVIDIA® GeForce® GTX 870M 或以上

- 8 GB

台式机

4Kp30 或 1080p120 录制:

- Intel® Core™ i5-6XXX / AMD Ryzen™ 3 XXX 或以上

- NVIDIA® GTX 1060 / AMD RX 5700 或以上

- 8 GB*

1080p60 录制 (4Kp60 HDR 环出支持):

- Intel® Core™ i5-3330 or above (推荐 i7-3770)

- NVIDIA® GeForce® GTX 650 / AMD Radeon™ R7 250X 或以上

- 4 GB

* RAM must be DDR4 2400 或以上

Mac 系统 :

操作系统: MacOS High Sierra 10.15 或以上 Type C 接口

4Kp30 或 1080p120 录制 (4Kp60 HDR 环出支持)

iMac 2019:

- 3.2GHz 6-core Intel Core i7

- Radeon Pro 555X 2GB GDDR5

- 16GB 2400MHz DDR4

MacBook Pro 2018:

- 2.6GHz 6-core Intel Core i7

- Radeon Pro 560X 4GB GDDR5

- 16GB 2400MHz DDR4

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