

# Livestream

Yes, we do livestream these events.

YouTube links will be provided the week of the event.

See the video below for an example of how previous events were broadcast.

[https://www.youtube.com/embed/jwV2hI\\_Dr28?si=Z3HOizCzvoNQG7EO](https://www.youtube.com/embed/jwV2hI_Dr28?si=Z3HOizCzvoNQG7EO)

We have made an extensive system that works real time with Google Sheets and some OBS overlay integration so that qualifying scoring, judges decisions and a few extra tidbits show up right in the stream.

Real Time Qualifying

[image.png](#)

On top of that, some pretty cool mods provided by the community help us livestream the event from multiple angles.

[image.png](#)

Custom Animated Win Card

[image.png](#)

## Some of the tools and mods used

[Assetto Corsa OBS Helper](#) is free over on github and comes well documented. You'll need a copy of content manger and CSP to get going with it. A few custom camera scripts were used to assist with getting the angles just right for the judges.

I use this older version of a [Drone Camera](#) to get other angles not hard coded in the camera files in between runs.

A [stream deck](#) helps reduce the amount of on screen switching by allowing me to program OBS scenes and volume controls right to it. Highly recommend the model linked or it's bigger brother if you get into streaming like this.

You can make custom camera files that follow the AI splines on most tracks. A wonderful guide is composed

[Here on Overtake.gg](#) on how to do these AI files on your own should a track not have them, as any Track Cams [F3] will not work without an AI file.

[CamInfo](#) and [CamTool 2](#) are useful for getting coordinates right or locking down custom splines to make the custom track cams or for some cool replays.

Thank you to the community for making all that you have for this game. Without the kit we use above, none of this would be possible to present these streams to an audience in this way.

In the future, there may be write up on the entire setup process from start to finish.

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