# Introduction

Spout is a video frame sharing system for Microsoft Windows, It's Lossless and Zero-Latency but only for Local Machine.

This plugin is implemented based on Spout and provides both MediaOutput and MediaPlayer functionalities. SpoutMediaOutput is used to output the Unreal Engine Viewports or RenderTargets through Spout. SpoutMediaPlayer is used for playing from Spout.

Getting Started

Spout Media Player
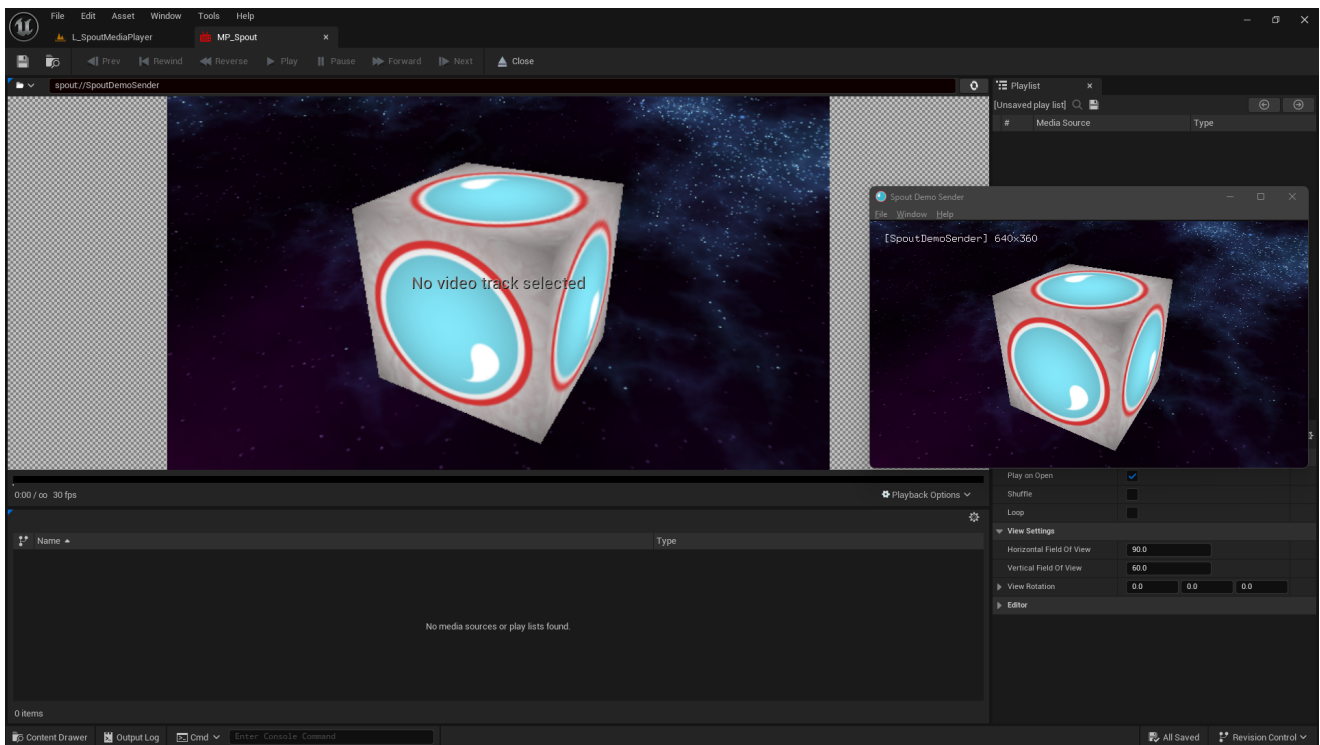
Because SpoutMediaPlayer is essentially an implementation of the built-in IMediaPlayer interface within Unreal Engine, you can directly utilize UMediaPlayer to play frames that are being sent in real-time from local Spout source.

The only thing to note here is that the MediaPlayer's URL must start with "spout://," followed by the name of the Spout Sender.
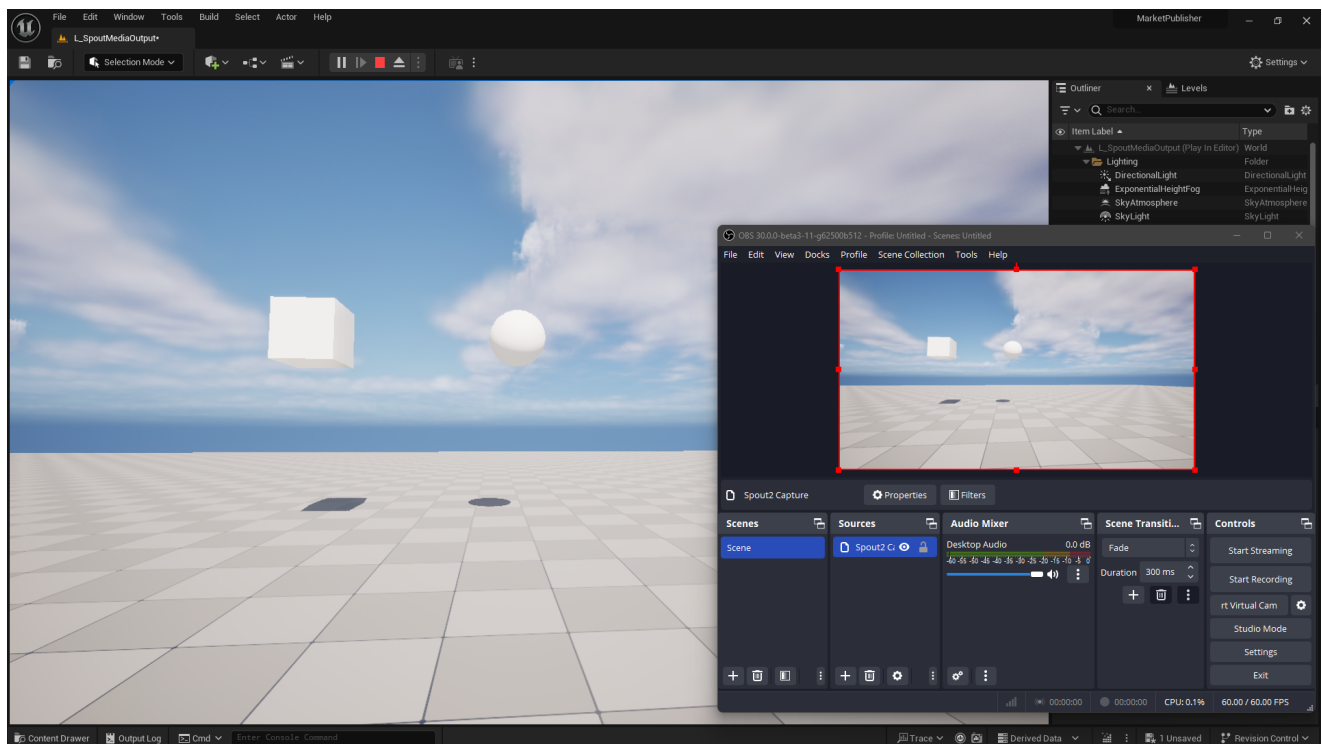
You can download the Spout Demo Sender program from the following link for testing with SpoutMediaPlayer:
https://github.com/leadedge/Spout2/releases

You can disregard the "No video track selected" prompt in the preview, this is a UI message and does not affect normal usage.

That's all about SpoutMediaPlayer.

Spout Media Output

SpoutMediaOutput, similar to SpoutMediaPlayer, is essentially a derived class of UMediaOutput. Therefore, you can directly use Unreal Engine's built-in MediaCapture and MediaOutput framework to send frames from Unreal Engine through Spout.
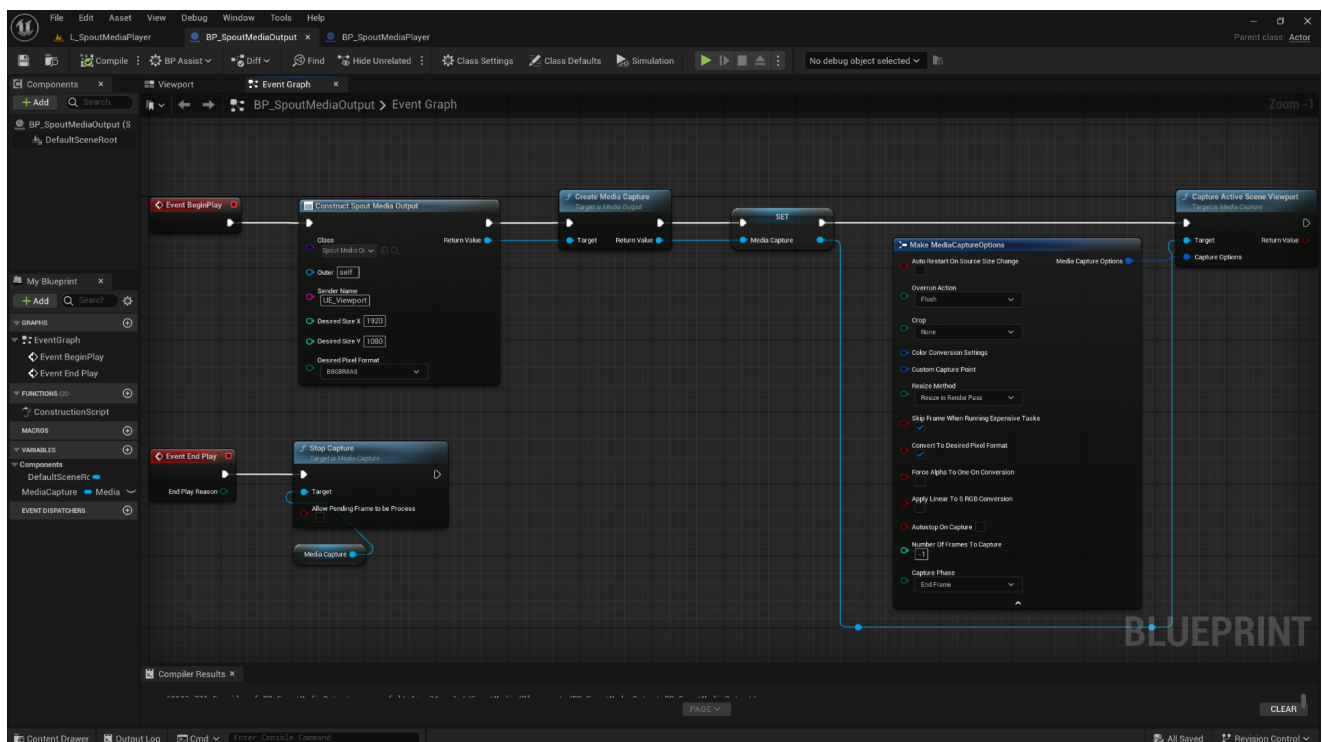
For specific details, you can refer to the example BP_SpoutMediaOutput included in the plugin.

Using OBS as a Spout Receiver

To use OBS as a Spout receiver, simply install the plugin from the following link. Detailed usage instructions can be found in the documentation provided in the link below. https://github.com/Off-World-Live/obs-spout2-plugin

Using SpoutCam as a Spout Receiver

You can also send frames through Spout to a virtual camera on the Windows system, which requires the use of SpoutCam. https://github.com/leadedge/SpoutCam

That's all about SpoutMediaOutput.

Troubleshooting & Technical Support

If you encounter issues while using Spout Media, or for technical assistance and inquiries, please contact our support team at alan.liuhongliang@gmail.com.