



Open Broadcaster Software

Free, open source software for live streaming and recording

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Get OBS 0.625 Beta

Released: June 16th, 2014

Windows 7/8

Vista supported with SP2+

[View Changelog](#)

Get OBS MultiPlatform

Released: August 25th, 2014

Windows 7/8

OSX 10.8+

Linux

[View Changelog](#)

What is OBS?

Open Broadcaster Software is free and open source software for video recording and live streaming. Supported features include:

- Encoding using H264 (x264) and AAC.
- Support for Intel Quick Sync Video (QSV) and NVENC.
- Unlimited number of scenes and sources.
- Live RTMP streaming to Twitch, YouTube, DailyMotion, Hitbox and more.
- File output to MP4 or FLV.
- GPU-based game capture for high performance game streaming.
- DirectShow capture device support (webcams, capture cards, etc).
- Windows 8 high speed monitor capture support.
- Bilinear or lanczos3 resampling.

How much does it cost?

OBS is completely free! Not a dime! There are no subscriptions or licenses, no payments at all. OBS is available to everyone, with source code publicly available [on github](#) for anyone to help contribute.

While OBS will always remain free, you are welcome to [donate](#) to support our development efforts.

What is OBS MultiPlatform?

OBS MultiPlatform is a complete rewrite of the original OBS from the ground up, with the main goals of course being multiplatform support, a more thorough feature set, and a much more powerful API. A very early and simple release is currently available for Mac.

OBS MultiPlatform will eventually support many of the advanced requested features not present in the original OBS, such as multiple stream outputs and scene previewing. It does not have these features in this release.

Plugins

OBS has an API allowing developers to create their own unique plugins, giving them and others complete control of their streaming experience. Some popular plugins include:

- [Simple scene switcher](#)
- [Video source](#)
- [Browser source](#)

...and [many more!](#)