Live Streaming Your Dive Meet with Dive Live, OBS, and DroidCam

Oct 24, 2026 · @Sir

Why live stream your meet

A live stream puts your meet in front of everyone who cannot be on the pool deck, and leaves a full recording behind.

- **Reach.** Parents, grandparents and extended family who live far away can watch in real time. This matters most for private schools, colleges and out-of-area athletes.
- **Fundraising.** OBS can show a QR code or banner on screen, so a booster club can link to donations, apparel or a sponsor page while people are watching. Sponsor logos can appear the same way.
- **Replay.** YouTube saves the broadcast automatically. Athletes, families and coaches can rewatch the entire meet afterward, and coaches can use it for film review.
- **Results record.** Because the Dive Live scores and leaderboard are on screen, the replay doubles as a record of the results.

Before you start

Live streaming with Dive Live is part of a premium subscription. If you are not the coach or meet administrator, ask them to confirm the account has it before you begin.

You also need to be a **meet admin**, the meet owner or a system admin. Only those roles can open the LiveStream screen and save stream links, so check this first rather than after the OBS setup is finished.

What you need

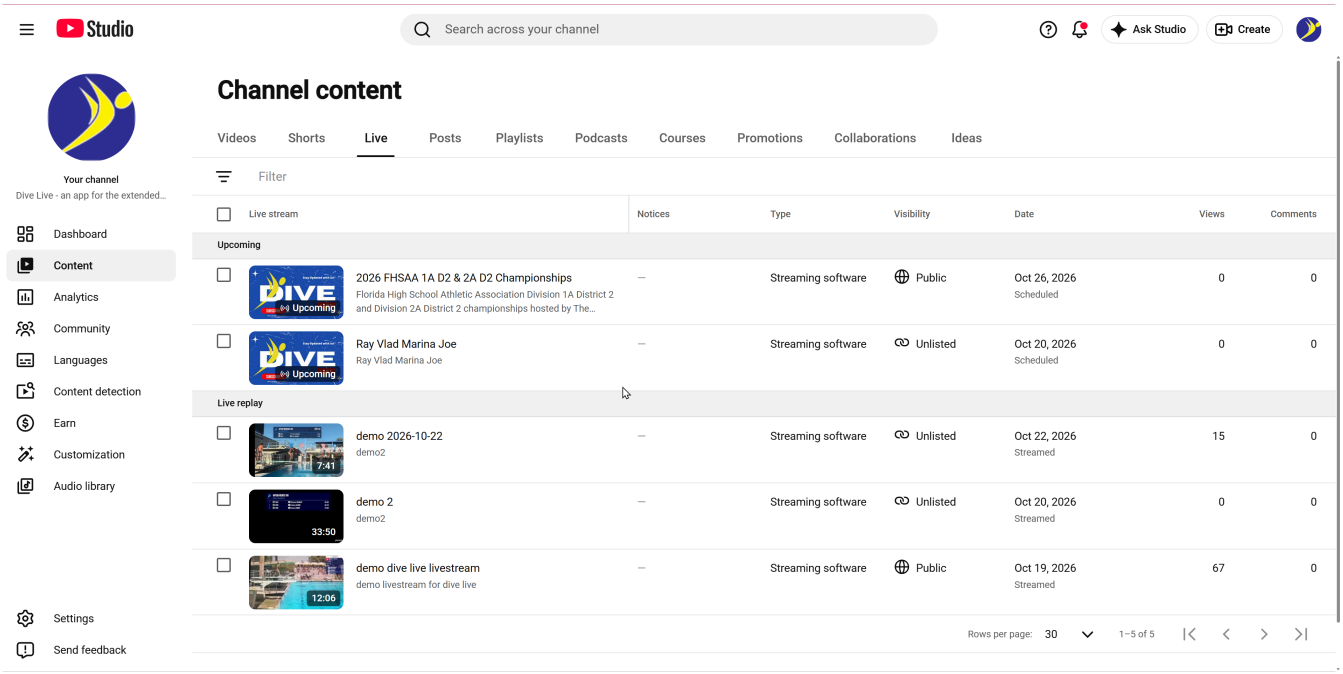
- A Dive Live account that is an admin of the meet, with premium
- A YouTube channel that is allowed to live stream (Step 1)
- A computer (Mac or Windows) running OBS Studio
- An iPhone, iPad or Android device to use as the camera, with the DroidCam app
- A USB data cable (not a charge-only cable) to connect the device to the computer
- A stable internet connection on the computer that is streaming

- A tripod or mount for the phone or tablet

Step 1: Set up YouTube (do this days before the meet)

Start here, and start early. A channel that has never streamed can take up to 24 hours to be approved for live streaming.

1. **Choose the channel.** Coaches of school or university teams should check with their school first, since many have an official channel and rules about who may post. If that is a hurdle, a booster club channel or a personal channel works fine.
2. **Add a second manager.** The channel owner should add another person as a manager in YouTube Studio, so one person being unavailable on meet day does not cancel the stream.
3. **Open YouTube Studio** at studio.youtube.com and sign in to that channel.
4. **Verify the account by phone.** YouTube requires the owner to verify with a phone number (text or automated call) before live streaming can be turned on. Use a number that can receive the code right now, and one that has not been used to verify several other channels this year. If the channel belongs to a booster club or school, the person verifying should be someone who will stay reachable, since YouTube may ask again.
5. **Turn on live streaming** from the Create menu or by selecting Go Live. Verification and the 24-hour wait are separate: finish verification first, then the clock starts.
6. **Confirm it worked.** In YouTube Studio, open Content and select the Live tab. Once streaming is enabled you can see scheduled streams under Upcoming and finished ones under Live replay.



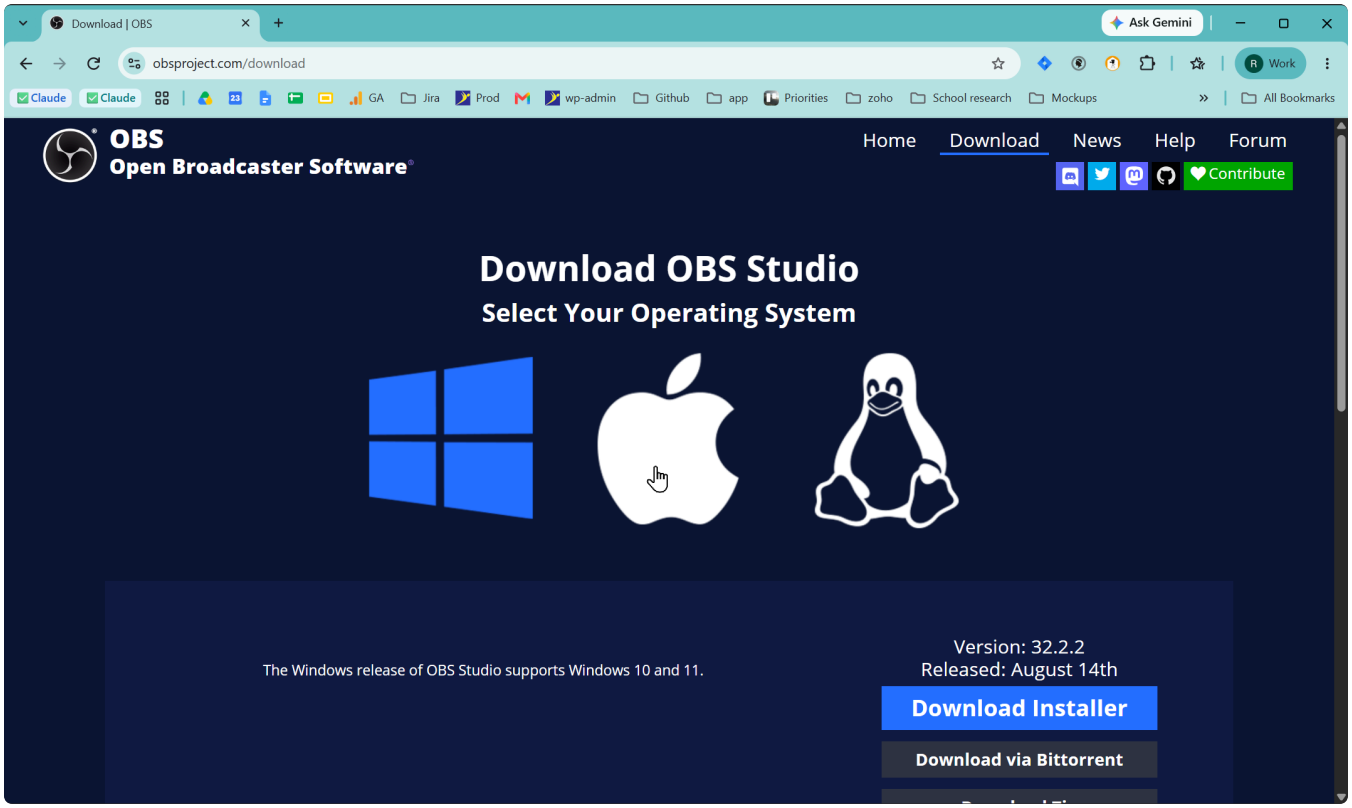
The Live replay list is also where you find the full recording after the meet. Set each stream to Public or Unlisted depending on how widely you want it shared.

Step 2: Install OBS, DroidCam, and grant permissions

The camera feed reaches OBS through two pieces of software: the DroidCam app on the phone or tablet, and the DroidCam OBS plugin on the computer. The most common failure is a missed permission prompt, so accept every one.

On the computer

1. Download OBS Studio from obsproject.com/download, choose Windows or macOS, and install it.
2. Download the DroidCam OBS plugin from droidcam.app/obs and quit OBS before running the installer.
3. **Mac only:** when the installer asks for the Install Location, choose your **Home folder**. The default location will not work, because OBS Studio 28 and later load plugins from the user's Library folder.
4. **Windows:** run the installer. It finds OBS automatically. Restart the computer afterward if video does not appear later.



On the phone or tablet

1. Install the DroidCam app from the App Store (iPhone and iPad) or Google Play (Android).
2. Open the app right away and tap **Allow** on every prompt: camera, microphone, and on iPhone and iPad the local network prompt.
3. When you first plug into a computer, tap **Trust** on the iPhone or iPad. On Android you will be asked to allow USB debugging (Step 3).

Mac permissions checklist

macOS asks for approval in several places. Open System Settings, then Privacy and Security, and make sure OBS has Camera and Microphone enabled, and Screen Recording if you plan to capture a window. If you approve the plugin installer in Privacy and Security, do that too. After changing any of these, **fully quit and reopen OBS**.

> Placeholder: add screenshots of the Mac Install Location screen, the Mac Privacy and Security screen, and the DroidCam app permission prompts on iPhone.

Step 3: Connect the camera by USB (recommended)

Use USB whenever you can. It avoids Wi-Fi congestion at a crowded pool deck, gives a steadier frame rate, and keeps the device charging during a long meet.

iPhone or iPad

1. Plug the device into the computer with a data-capable cable.
2. Unlock the device and tap **Trust This Computer** if asked, then enter the passcode.
3. Open the DroidCam app on the device and leave it open and unlocked.
4. Turn on Do Not Disturb or Airplane mode with Wi-Fi off, so calls and notifications do not interrupt the stream.

Android

1. Open Settings, find About phone, and tap **Build number** seven times to unlock Developer options.
2. In Developer options, turn on **USB debugging**.
3. Plug the phone into the computer and open the DroidCam app.
4. Tap **Allow** when the phone asks to allow USB debugging for this computer. Windows usually installs the driver automatically, and no extra driver is needed on a Mac.

> Open item: confirm the current iPhone and iPad USB requirements on Windows (for example whether Apple's device software must be installed) against DroidCam's own documentation before publishing, since DroidCam notes that USB support can be limited on some devices.

Step 4: Build your OBS scene with the Dive Live overlay

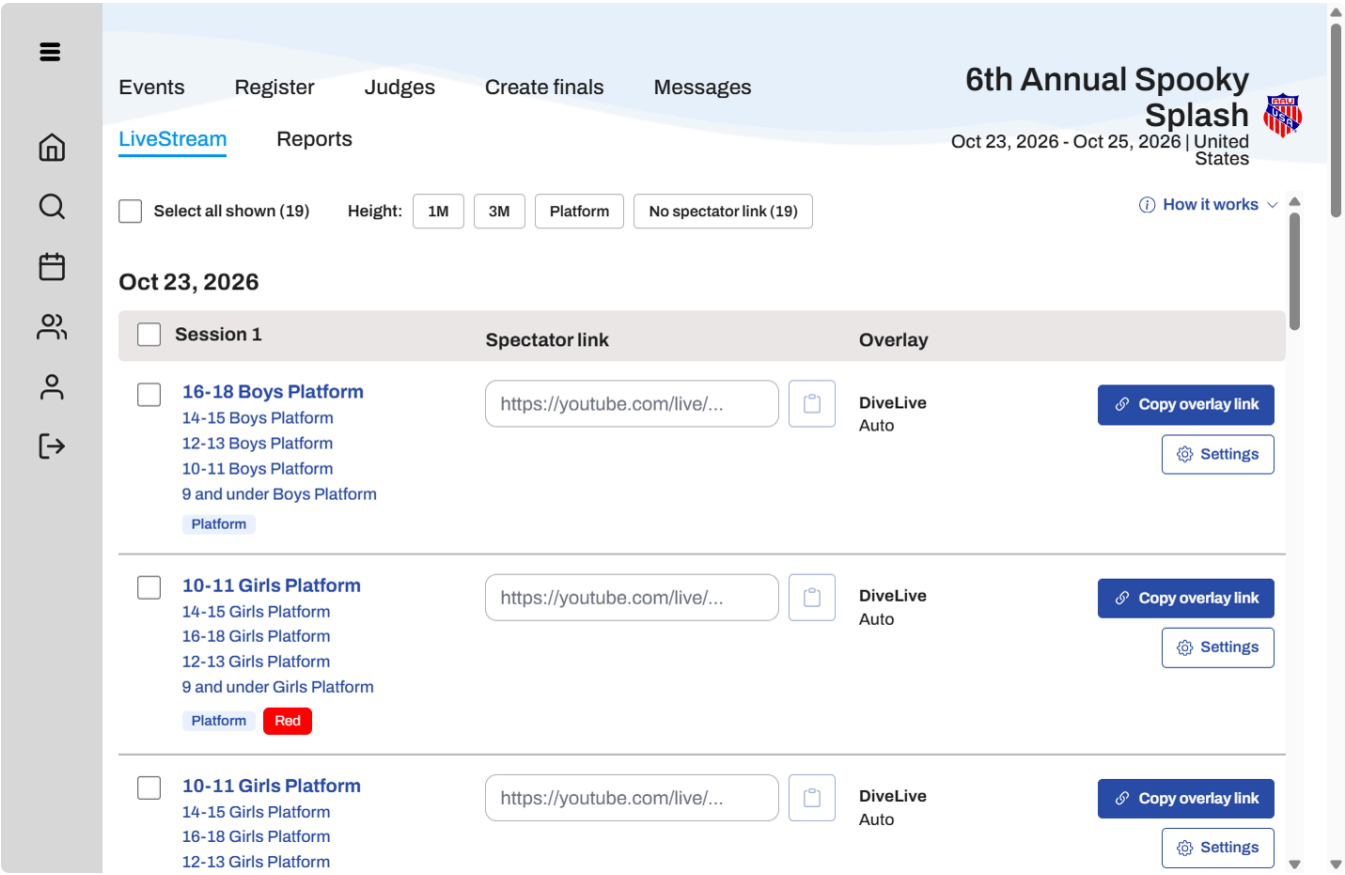
A scene has two layers: the camera at the bottom, and the Dive Live overlay on top.

Add the camera

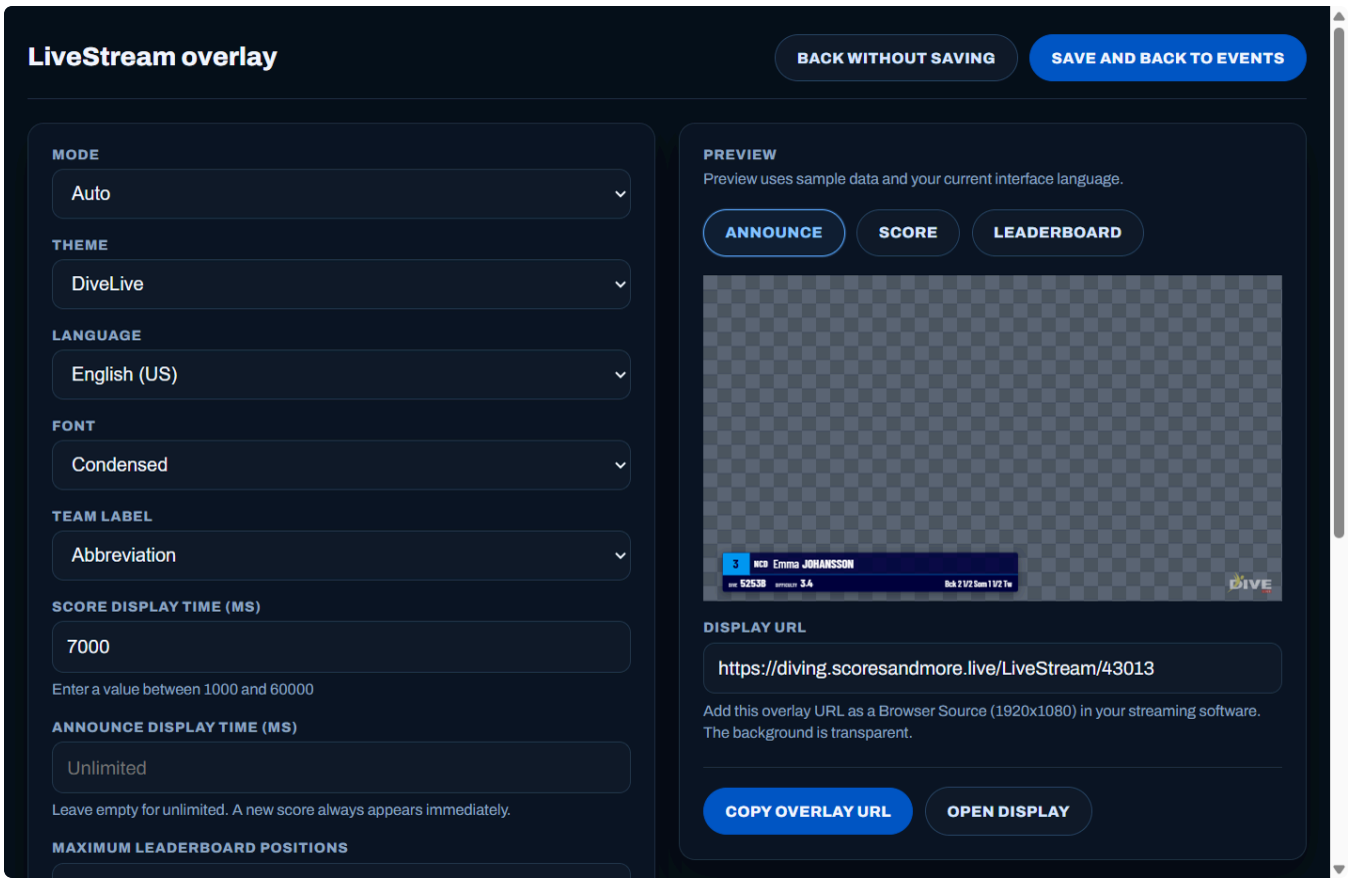
1. In OBS, under Sources, click **+** and choose **DroidCam OBS**.
2. In its properties, set the connection to **USB** and click **Refresh Device List**. Pick your device, then set resolution and frame rate (1080p at 30 fps is a good start).
3. Click OK. You should see the camera image in the preview.

Choose the overlay look in Dive Live

In Dive Live open your meet, go to **LiveStream**, and click **Settings** on an event to pick a mode and theme. The preview uses sample data, so you can change anything safely. Click **Save and back to events** when done.

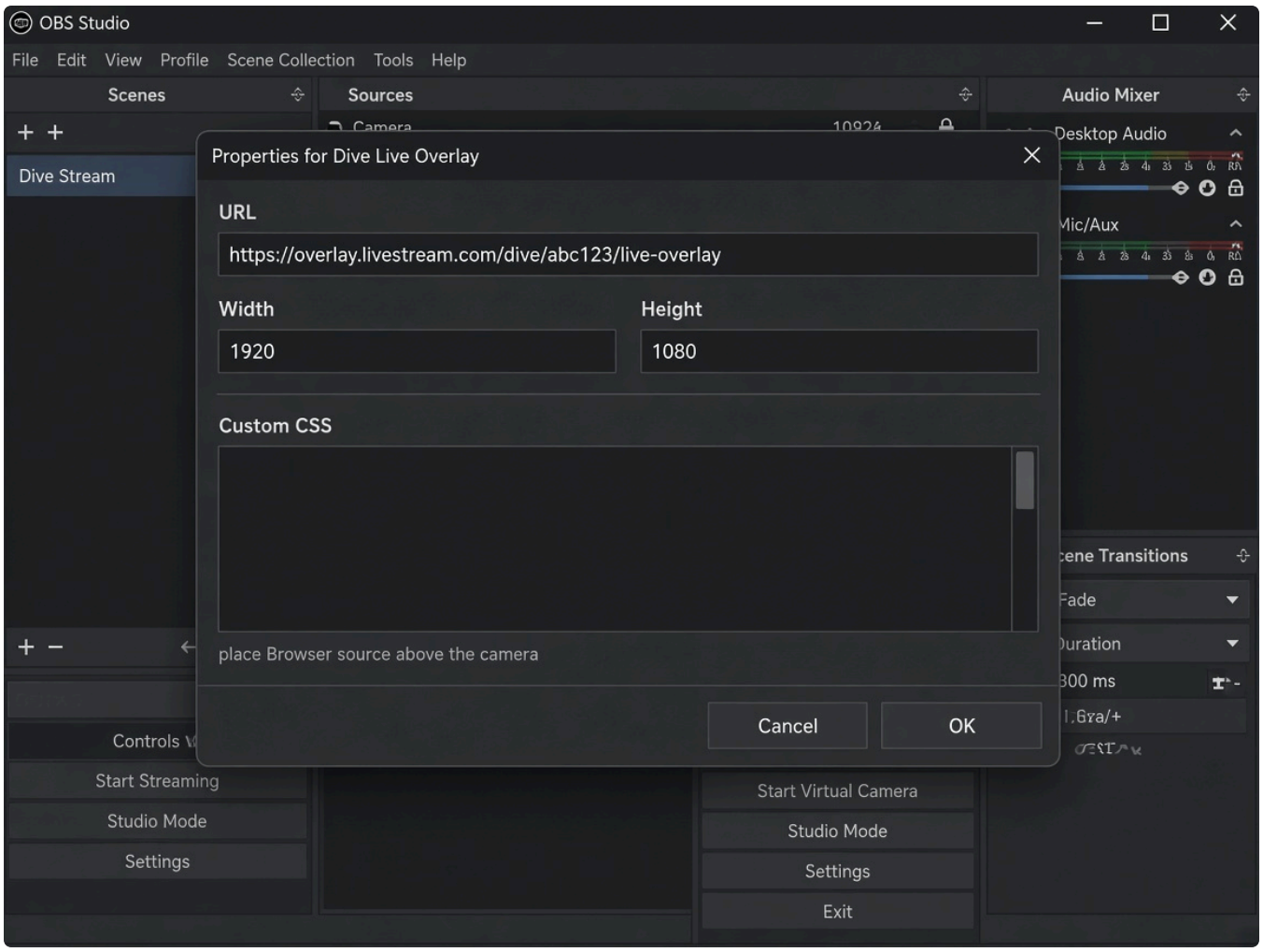


Mode	What viewers see	Use it when
Auto	The on-deck diver, then the score after the dive. After 30 seconds without activity the leaderboard appears.	Default for most streams
Announce	Only the on-deck diver	You switch scenes yourself
Score	Only the score after a dive	You switch scenes yourself
Leaderboard	Only the results table, centered or on the left or right	A dedicated results scene
Side panel	Announce and score at the top of a narrow panel on the left or right, with the leaderboard below	You want the video visible beside the scores

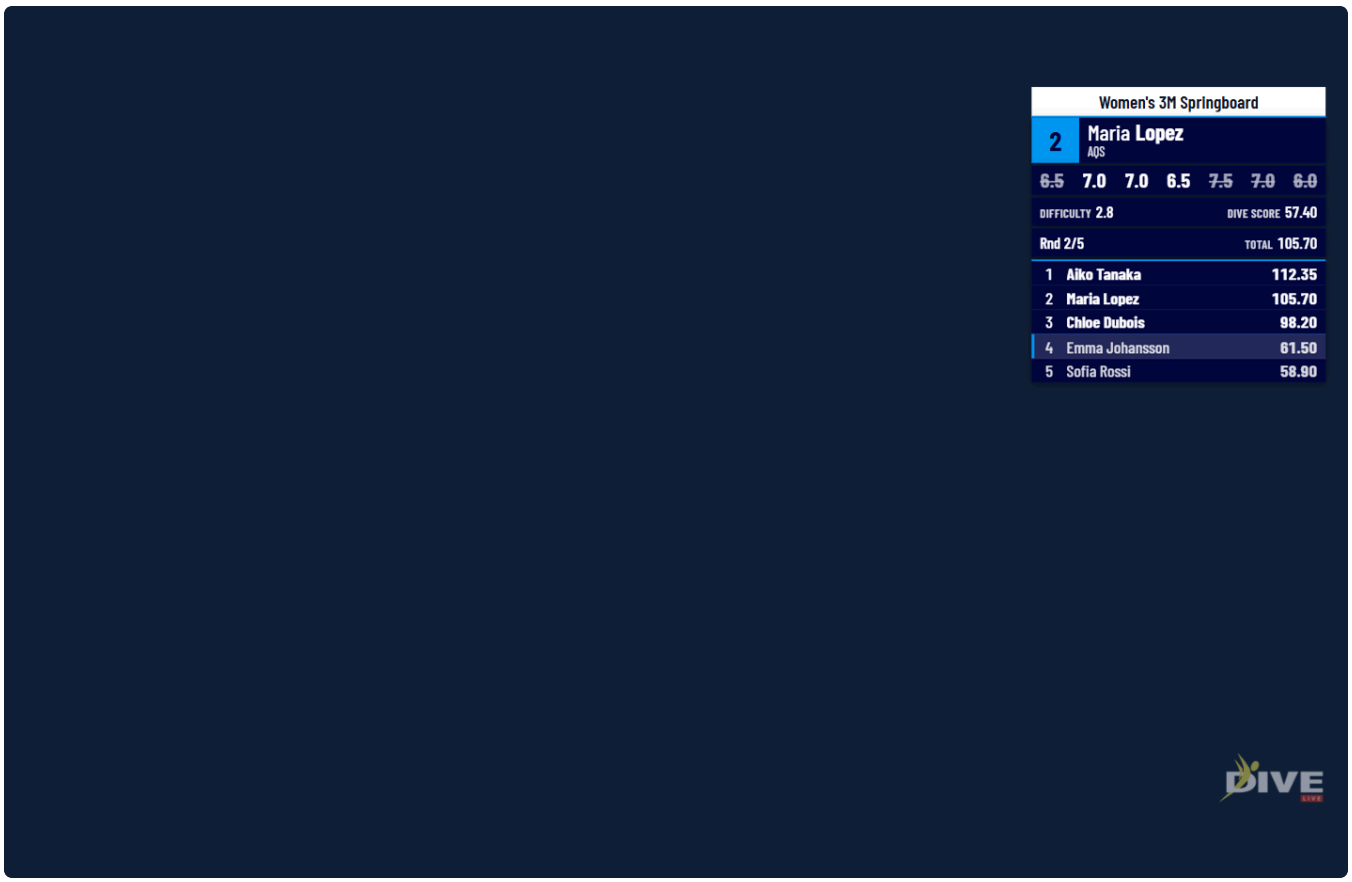


Add the overlay to OBS

1. In Dive Live click **Copy overlay link** for the event.
2. In OBS click **+** under Sources and choose **Browser**.
3. Paste the link into **URL**, set **Width 1920** and **Height 1080**, and leave the background alone. The page is transparent.
4. Make sure the Browser source sits **above** the camera in the Sources list, then click OK.



You will see nothing until the event is running. To test sooner, add `?mock=first-score` to the end of the link (use `&mock=first-score` if the link already contains a question mark), and remove it before the meet.



Two scenes are easiest. Build one scene with the camera and the Side panel overlay for live diving, and a second with the Leaderboard overlay for between rounds, then switch between them in OBS.

Add a QR code. To promote the booster club, add an Image source with your QR code, or a Text source with a short link, and place it in a corner outside the score area.

> Placeholder: add screenshots of the DroidCam OBS source properties with USB selected.

Step 5: Connect OBS to YouTube

1. In YouTube Studio, select **Create**, then **Go live**, and create a new stream. Give it a title that includes the meet name and date, and choose **Public** or **Unlisted**.
2. Copy the **stream key**. Treat it like a password and do not share it or put it on screen.
3. In OBS open **Settings**, then **Stream**. Set Service to **YouTube - RTMPS** (or YouTube), and paste the key into **Stream Key**.
4. Click OK. Do not click Start Streaming yet.

A YouTube stream key can be reused for a scheduled broadcast, so a coach who runs several events on one camera can keep one stream for the whole meet.

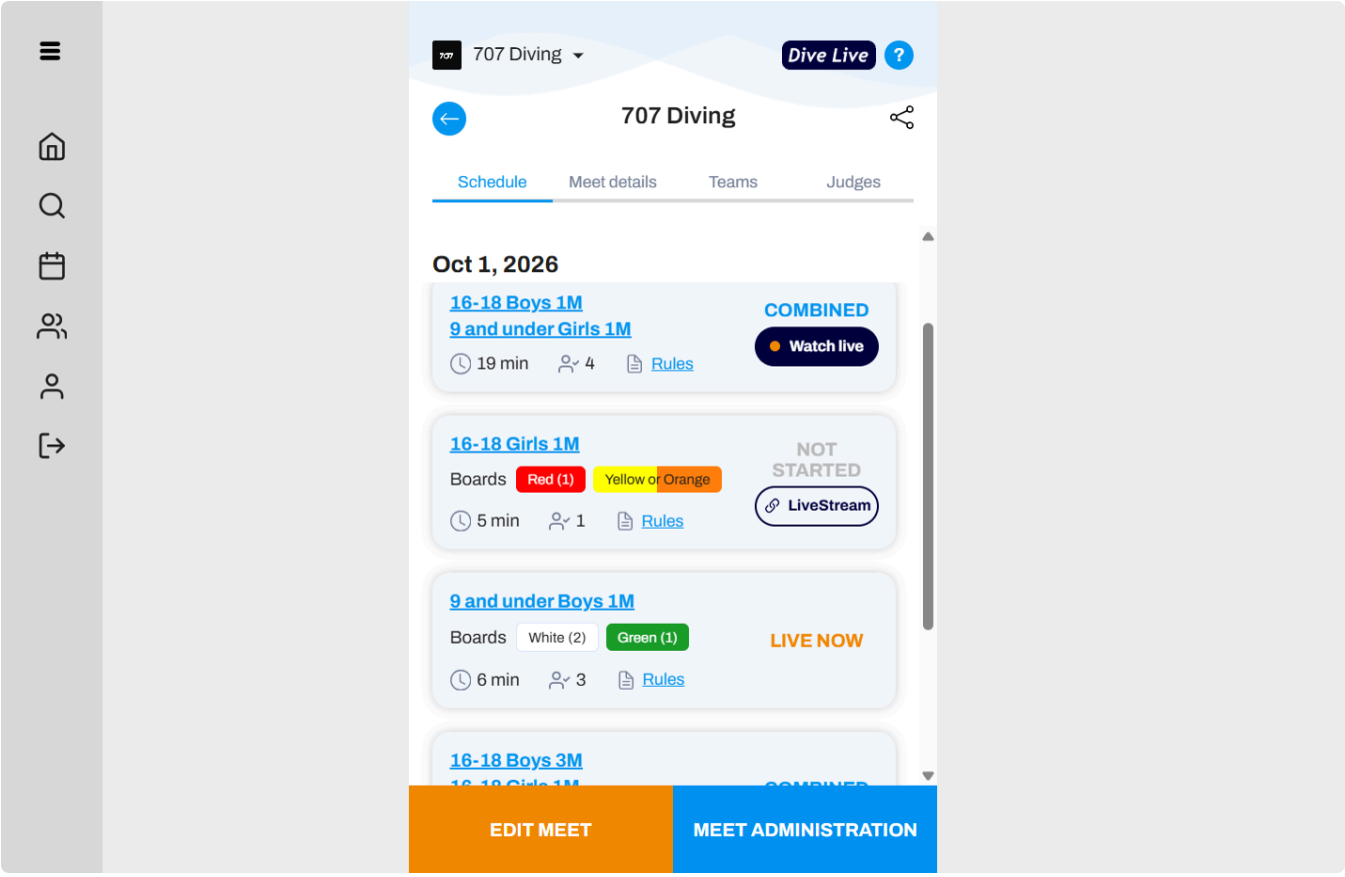
> Placeholder: add screenshots of the YouTube stream key page and the OBS Settings, Stream screen.

Step 6: Share the stream with spectators in Dive Live

Spectators see a button on the meet schedule once an event has a **spectator link**. You must be a meet admin, the meet owner or a system admin to save it.

1. In YouTube Studio, create or schedule the broadcast first, then copy its public watch link.
2. In Dive Live open **Meets**, your meet, then **LiveStream**.
3. Paste the link into the **Spectator link** field of the event. It must be the **full address starting with https://** and under 2048 characters. A link missing `https://` is rejected.
4. **One stream for the whole meet:** save one meet-wide link and every event uses it. Set an event link only when that event has its own stream.
5. Start streaming in OBS. Check that the schedule shows the button.

What spectators see: while the event is in progress, a pulsing **Watch live** button. Before or after, a **LiveStream** button that opens the same link.



Good to know

- Saving replaces both the spectator link and the overlay link. Re-check both fields after an edit.
- Clearing both fields deletes the saved links for that meet or event.
- If you combine events, the secondary event uses the primary event's links. After you uncombine, it falls back to its own links or the meet-wide link, so re-check your links.
- A new YouTube broadcast has a new link. If you create one per event, save each as an event link.

> Open item for the developer: confirm the exact screen names and whether the meet-wide link is entered in the app UI yet, since the notes describe the API only.

Troubleshooting

The most common failure is a black screen in OBS with no error. Work through these in order.

No video from the phone or tablet

1. Confirm the DroidCam app is open, unlocked, and showing its own preview.
2. Check the cable. It must carry data, not just charge. Try a different cable and port.
3. Re-check permissions: camera and microphone in the DroidCam app, and Trust This Computer on iPhone or iPad or USB debugging on Android.
4. In OBS open the DroidCam source properties and click **Refresh Device List**.
5. Unplug everything, quit OBS, then reconnect the cable and reopen OBS.
6. **Reboot the computer**, then connect the cables and open the app and OBS again. A reboot is sometimes needed after the first plugin or driver install, and it often fixes a silent failure.

Mac-specific

- Re-check Privacy and Security for OBS (Camera, Microphone), then fully quit and reopen OBS.
- If the DroidCam source does not appear in OBS, the plugin was probably installed to the wrong place. Reinstall and choose your Home folder as the Install Location.

Overlay problems

- **Overlay is blank.** It shows live data only. Check that the event has started in Dive Live and a diver is on deck. Test with `?mock=first-score`. Make sure the Browser source is above the camera, then right-click it and choose **Refresh cache of current page**.
- **Solid background or wrong size.** Set the Browser source to 1920 x 1080 and do not add a background color.
- **Leaderboard appears unexpectedly.** In Auto mode it appears after 30 seconds without activity. Use Announce or Score mode to avoid it.
- **Cannot save a link.** Only meet admins can manage LiveStream, and links must start with https://.
- **No Watch live button.** The event needs a spectator link, its own or the meet-wide one. The pulsing button appears only while the event is in progress.

Wi-Fi fallback and pre-meet checklist

If you cannot use USB. Put the phone or tablet and the computer on the same Wi-Fi network, open DroidCam, note the IP address and port it shows (the default port is 4747), and choose the Wi-Fi connection in the DroidCam OBS source. Expect a less steady picture on a busy network, so use USB when you can.

Checklist, a few days before

- [ ] YouTube channel verified and live streaming enabled
- [ ] You are a meet admin or owner, and the account has premium
- [ ] A second manager is added to the YouTube channel
- [ ] OBS, the DroidCam plugin and the DroidCam app are installed, with all permissions accepted
- [ ] A private or unlisted test stream ran from start to finish

Checklist, on meet day

- [ ] Camera is mounted, charged or plugged in, with notifications off
- [ ] DroidCam source shows video in OBS over USB
- [ ] Dive Live overlay is above the camera, tested with a mock link, and the mock parameter removed
- [ ] Stream key is pasted in OBS and the YouTube broadcast is created
- [ ] Spectator link is saved in Dive Live and starts with https://
- [ ] QR code or sponsor graphics are in place
- [ ] Stream privacy is set to the level you want for the replay

Check with your school. If the athletes are minors, confirm that your school or club media and privacy policy allows broadcasting before you set up.