



FTL To Be Officially Supported In OBS Going Forward

By **Keith Mitchell** — Posted: August 4, 2017 8:40 AM EDT



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I've seen a lot of complaints as of lately from people who enjoy using both streaming application, OBS, and FTL. For those unfamiliar with FTL, it stands for 'Faster than Light' and it is the protocol that Mixer (formerly known as Beam) employs for their nearly instant streaming. Previously there were different forks of OBS, and the one that supported FTL was always considered a beta.

That's all in the past now, as the Mixer developer **Quinn Damerell** has announced that OBS will now include official FTL support going forward. What this means for you, the steamers is that you won't have to worry about downloading a different copy of OBS. No extra plugins or any other nonsense.

What's Going On?

This is a totally new release! Going forward, instead of maintaining our own version of OBS with FTL support we are putting FTL into the official build of OBS!

What Is This Build?

This release is an alpha build of official OBS with FTL support. It was built using the official OBS build system, meaning it has fully signed game hooks, a full OBS installer, and more.

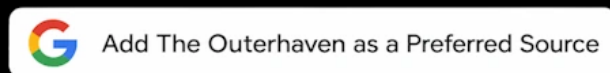
What's more, this addresses a prime concern when using FTL and OBS – local recording. Currently, when using OBS and FTL, you aren't able to record and stream at the same time due to how the signal is processed. Without getting too technical, let's just say they weren't compatible. But this won't be the case for much longer. In addition, the new builds will incorporate the following features.

- Record while streaming
- Mac and Linux support
- Signed OBS installers and game hooks
- VCE support (the AMD encoder)
- Support for the full OBS feature set
- Official OBS updates
- Official OBS support

Currently, there's an alpha of the new OBS + FTL build that can be downloaded right now. Just head over to <https://obsproject.com> or download the new build [here](#). Being that it is an alpha, there's bound to be a few bugs/issues that users may encounter. That said, if you do find any issues, be sure to report them [here](#).

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