

GodwinMix: a live mixer whose programme does not stop

What GodwinMix is, what it promises, the evidence behind the promise, and how mature it is today.

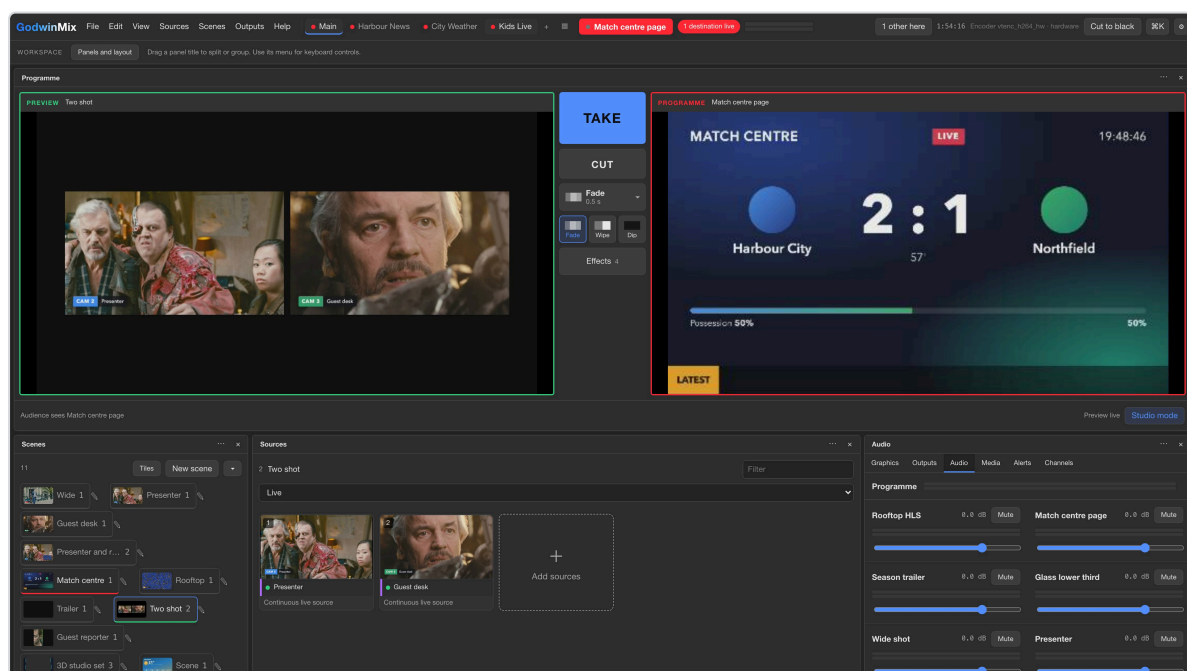
OCTOBER 2026

What it is

GodwinMix is a live video mixer. It is a program you run on your own computer or server. It takes several pictures (cameras, phones, video files, web pages, feeds from other buildings) and turns them into one live programme, which it sends to YouTube, Facebook, Twitch, your own website or a broadcaster's link, several at once.

You choose what goes on air by pressing Take in a web page. That page can be on the machine itself, on a laptop across the room, or on a phone. A script can press Take too, and so can an AI assistant. It runs as a desktop app on Windows, macOS or Linux, or on a server with no screen at all.

It is free, open source software under the Apache License 2.0. There is no account and no hosted service. It is also young. The current version is 0.2.1, released on 5 October 2026, the same day the first installers were published.



Studio mode: the next shot lines up in Preview on the left while viewers watch Programme on the right, with Take and Cut between them.

The one promise

Your viewers do not see the stream drop. Everything else in the design follows from that.

Switching cameras, adding a guest or rolling an advert never restarts the connection to YouTube or anywhere else, so viewers never see a "stream offline" message in the middle of a show.

If a camera dies, viewers see a black picture in its place and hear silence, and the stream carries on at its full frame rate until you take another shot. If every camera dies, the stream still carries on.

If one destination fails, say Facebook, it reconnects by itself in about two seconds and YouTube is not touched. If your internet drops for a moment, about five seconds of the show is held back so the gap is covered.

The evidence

These results come from the project's own tests against two independent streaming servers, with 720p sources at 30 frames a second. The results were measured with separate tools, so the mixer was not marking its own homework.

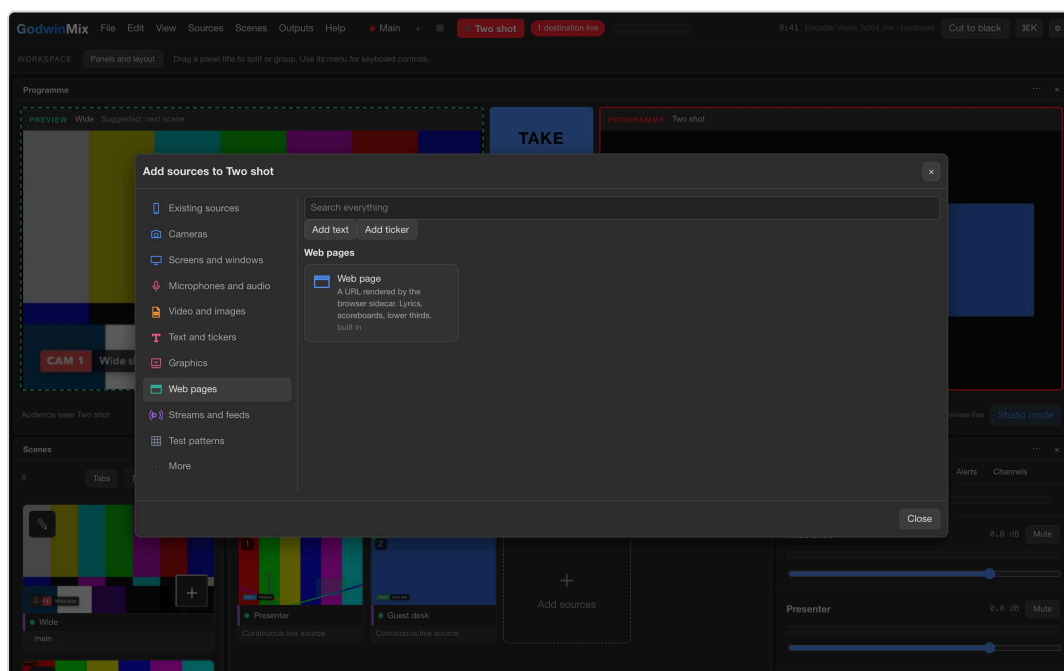
Test	Result
Takes on both servers	Exactly 30 frames a second, no gap at any take
The server's own record	1 connection, 0 disconnects across repeated takes
Cut to black	True black
Connection to a destination killed repeatedly	One reconnect each, about 2 seconds
Receiving server switched off for 15 seconds	12 retries; output live 5 seconds after it came back
Throughout all failures	No errors on the programme, no crashes
Both cameras dead	Programme still live, showing black
Ad break	240 of 240 frames, 30 every second, automatic return
Scheduled cue accuracy	4 ms late (one frame is 33 ms)
Sound through a break	Sound and picture stayed matched every time
Ad file missing	Break refused, programme untouched
A new web stream added live	Taken to air and back with no gap
Sources across a restart	Come back live
Destinations added and removed live	Largest gap one frame
Sources added and removed live	Largest gap one frame
Run with no desktop app at all	Everything worked from the command line
Multiview in the browser	8 frames a second, about 1.5 Mbit/s

Every change to the code is also checked by an automatic test that puts a web page on air and confirms the stream arrives.

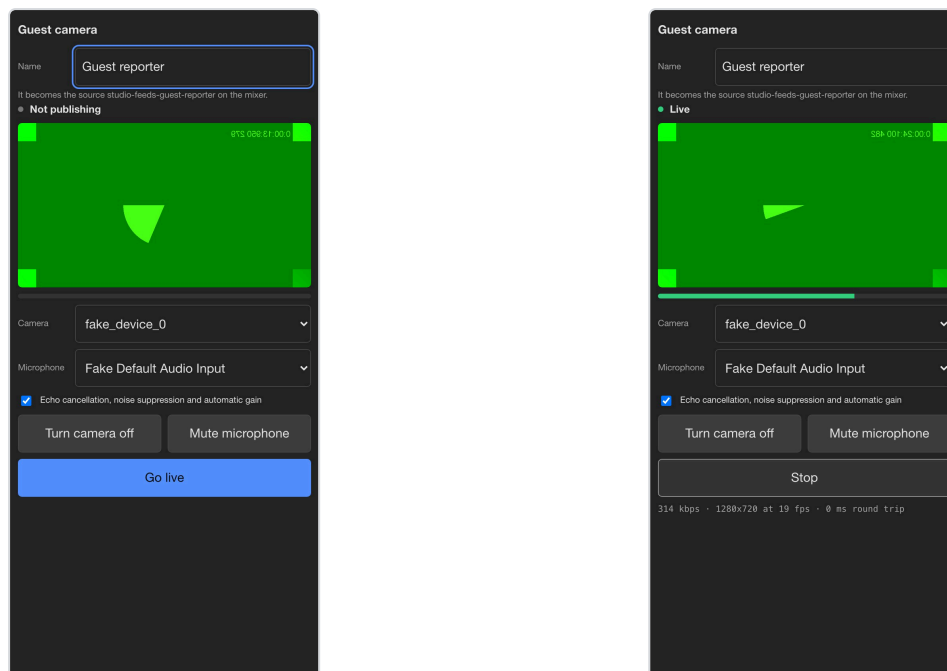
What you can mix

- Cameras: USB and built in cameras, IP cameras, and cameras on the local network (NDI).
- Phones as cameras: under Cameras, "A phone's camera" shows a QR code. One scan and the phone is a camera, with nothing to install. Each phone gets its own name, can flip between front and back camera, and keeps its screen awake.
- Remote guests: they open a link in their browser and join at up to 720p, with echo cancellation and noise suppression. If their connection drops, the page reconnects by itself.
- Encoders and other software: OBS, a hardware encoder or a phone streaming app can send straight into GodwinMix.
- Web pages: a scoreboard, a lyrics page, a dashboard, a page with video in it. A page can sit transparently over a camera.
- Files: video, audio, pictures and slides, uploaded from the browser.
- Screens, microphones, sound cards, internet radio, and feeds from other buildings or a broadcaster.

A scene collection from OBS can be dropped in; it says what it could not bring across.



Cameras, screens, microphones, files, text, graphics, web pages and streams all come from one chooser.



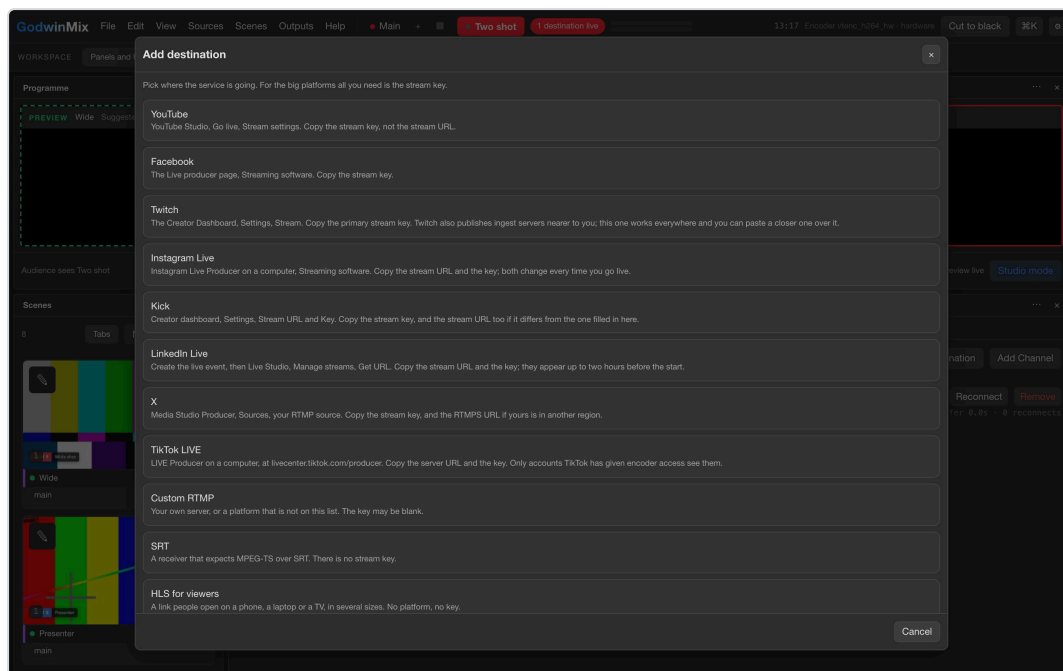
A guest opens a link on a phone, picks a camera and goes live, with nothing to install.

Where it sends

Pick a platform, paste the stream key, and the key is never shown again. The list holds YouTube, Facebook, Twitch, Instagram Live, Kick, LinkedIn Live, X, TikTok LIVE, any custom address, and SRT for broadcasters. Destinations can be added and removed during the show, and a problem with one never affects the others.

It can also send to a broadcaster's link, to other machines on the local network, and to a viewer in a browser less than half a second behind. It can serve your own website's player directly, in several qualities from 1080p down to 360p, so each viewer gets the one their connection can carry.

Recording is built in. Even if the computer crashes, the recording up to that moment plays.



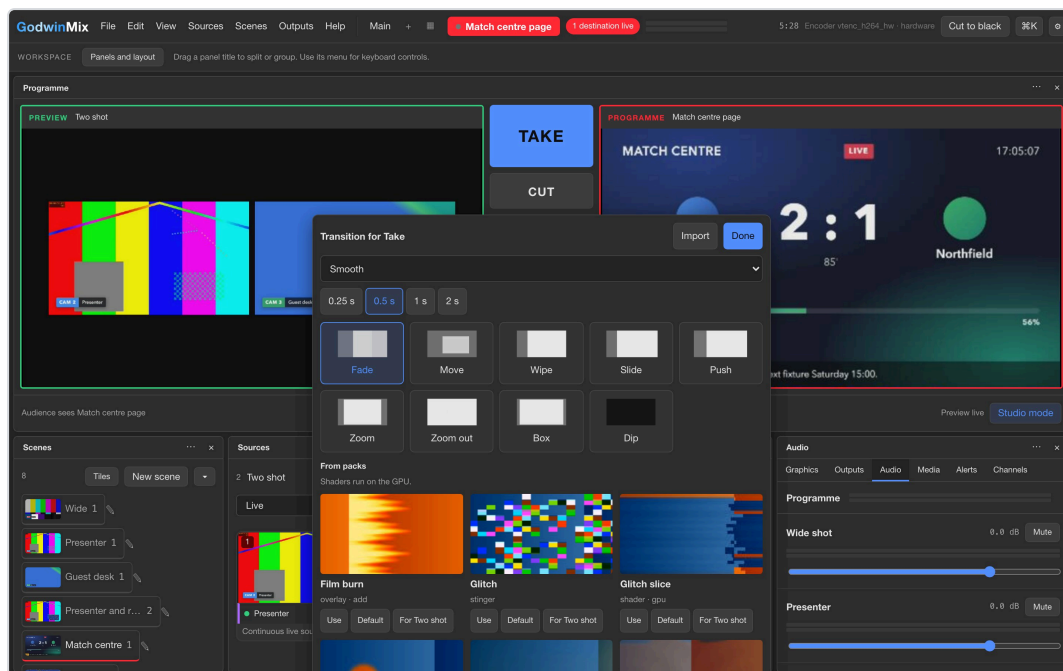
Pick a platform from the list and paste its key.

Studio mode and the take bar

Studio mode is now the default view: Preview on one side, Programme on the other, Take between them. The take bar was laid out in October 2026 to work like a vision mixer. Take and Cut come first, large, in the same place at every screen width, so nothing pushes them off a phone. Under them, one control names the current transition and its length, and opens a list of every transition with its direction, colour, easing and length. Three quick picks follow what you use most. Effects sit behind one button.

Preview is never black. With nothing lined up, it shows the scene you are most likely to take next, labelled "Suggested", and Take takes it.

This work is in the code but not yet in a numbered release.



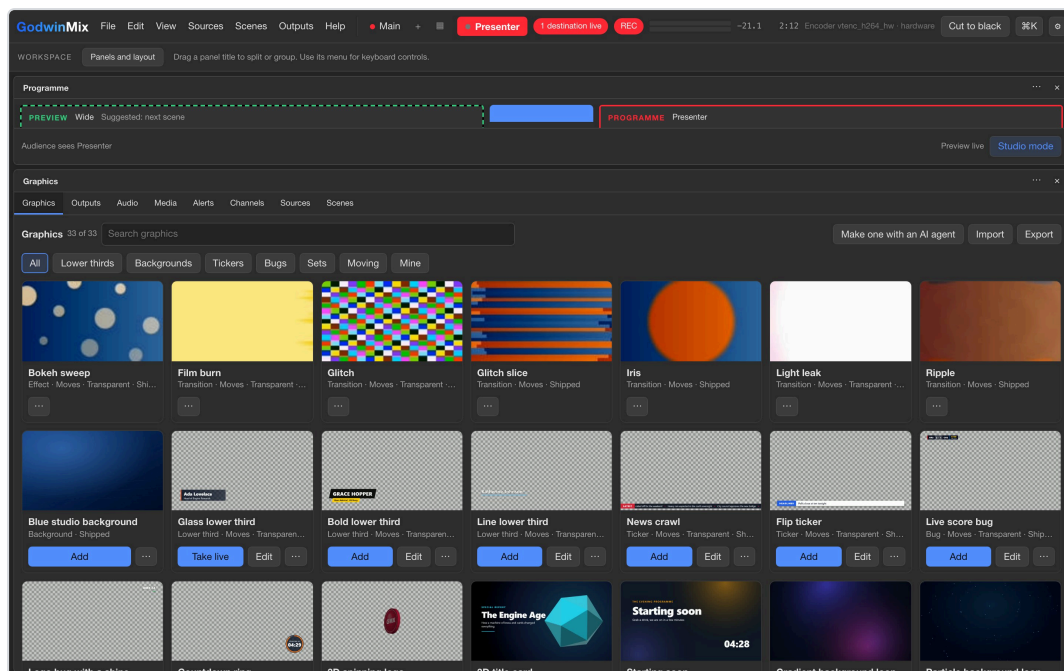
Every transition in one list with a moving preview, plus its direction, easing and length.

Graphics and transitions

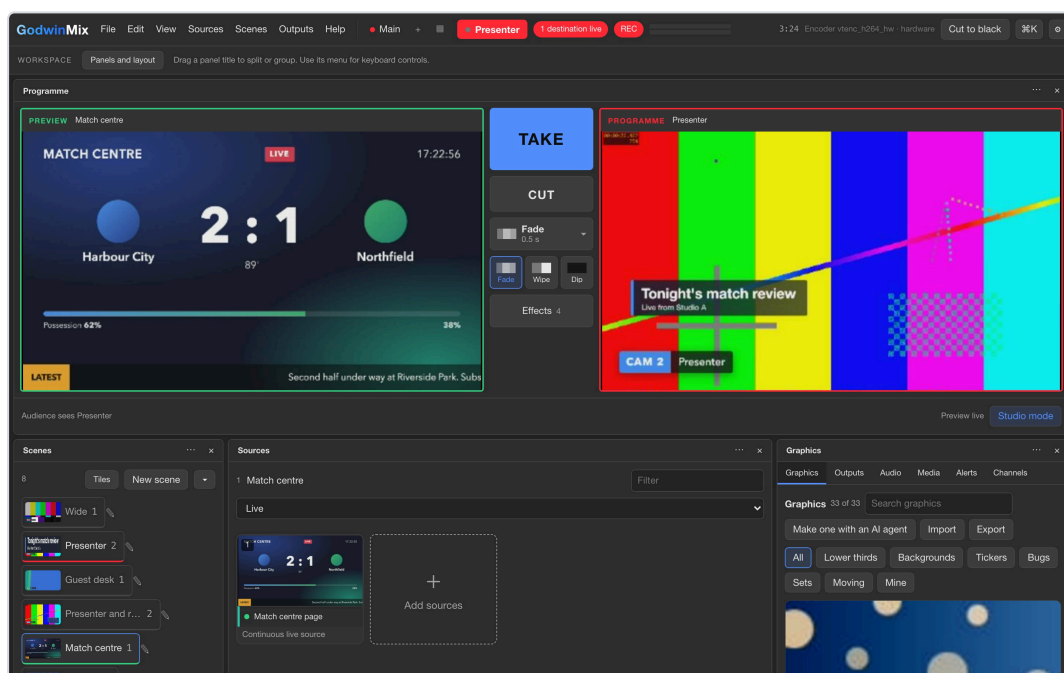
Built in transitions: cut, fade, move, stinger, wipe, slide, push, zoom, zoom out, box and dip.

Transition packs (new in October 2026, not yet in a numbered release) add stingers, light leaks, bokeh, film burns and wipes, imported from a file, a folder or a zip. The cut lands under the moment the transition covers the picture, so it looks the way the designer meant.

There are eight ready made graphics (lower thirds, a breaking news bar, a score bug, a logo bug, title and quote cards and more) and, new this month, fifteen moving graphics that let the picture show through around them: lower thirds, tickers, a live score bug, a countdown, 3D titles, a starting soon slate and backgrounds. The Graphics gallery shows every graphic as a card to add, take live, edit while watching it, import or export.



Lower thirds, tickers, bugs, backgrounds and sets as cards, ready to add or edit.



A moving lower third over a live camera, with its words changed while on air.

Two honest notes. The moving graphics and transition packs have run on Windows only so far. And a stinger's own sound is dropped today.

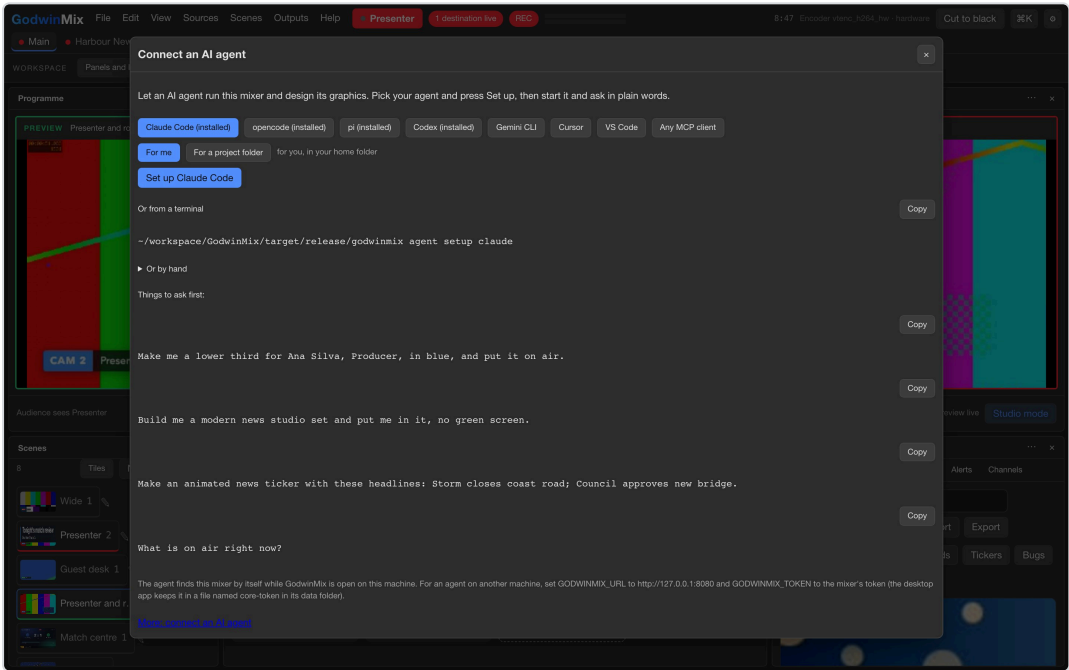
A presenter can also be put in front of a new background with a green screen, a blue screen, or no screen at all.

Run by people, scripts or an AI

Anything you can do on the page, a script or an AI assistant can do too. In the desktop app, Help, Connect an AI agent sets up Claude Code, opencode, pi, Codex, Gemini CLI, Cursor or VS Code with one button. It shows the files it will write and keeps a backup of anything it changes. Then you ask in plain words: "make me a lower third for Ana Silva, Producer, in blue, and put it on air".

The mixer holds an assistant to safety rules a person can rely on. It cannot cut more often than every eight seconds or more than twelve times a minute, and a flash guard stops cuts that could trigger photosensitive viewers. A person's own desk has no minimum shot length, because a vision mixer has to be able to cut on a word.

Several people can operate one mixer, each with their own undo. A phone can run the show too: the desktop app shows a QR code that signs a phone in, and you can withdraw that phone's access at any time.



Help, Connect an AI agent sets up an assistant with one button and suggests things to ask it.

Platforms and installers

Windows, macOS on Apple Silicon and Linux, as a desktop app, or on a server with no screen. The latest measured installer sizes, from a release rehearsal on 6 October 2026:

Installer	Size
Windows setup (.exe)	195 MB
Windows .msi	271 MB
macOS .dmg (Apple Silicon)	224 MB
Linux AppImage	448 MB

Installer	Size
Linux <code>.deb</code>	441 MB

These are rehearsal figures, not yet the published files. Older figures in the project's README (an 84 MB runtime and a 108 MB app) are out of date.

It runs on an ordinary modern computer. A graphics card helps but is not required. Small machines such as a Raspberry Pi have not been measured yet, so we try it on yours first.

How mature it is

We want you to read this part carefully.

The project's own status page says it is not yet claiming production parity with OBS, vMix or Wirecast. The one hour and cross platform endurance testing is still outstanding, and until it finishes we do not recommend GodwinMix for shows nobody is watching.

There is a real record behind that caution. The installed desktop app ran 16.5 hours without a fault, then under heavy outside load grew to 12 GB of memory and stopped. The cause was found and fixed in 0.2.1. Two phones joining a full show stopped the mixer in a 0.2.1 test; that was fixed, and both phones then held live for three minutes, twice. The first hour long test on Linux ran 720 rounds with no crash, but showed one 51 ms stall and growing memory.

The 0.2.0 installers shipped with pieces missing: phone cameras could not connect, some video files would not play, and the Linux installer could not serve video to viewers' players. Version 0.2.1 fixed the phone camera and several of the missing pieces. Further fixes are described on working branches dated 6 October 2026, including one that cuts the delay before a slow camera appears in Preview from about 1.7 seconds to about 0.2. We have not confirmed those fixes are in a published release, and the delay fix has not yet run in the installed app.

Several October features (Studio mode's new take bar, the suggested preview, transition packs, the Graphics gallery, moving graphics and one button AI setup) are in the code but not in a numbered release.

What this adds up to: GodwinMix suits people who want a mixer on a server, run by software, a phone or an AI, and who are willing to be early. For a staffed desktop production today, OBS, vMix and Wirecast remain the safer choice. The comparison document goes through that properly.