

# 3DS Capture

[Europe Support Forum](#)

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**English:**

## Driver setup and recording

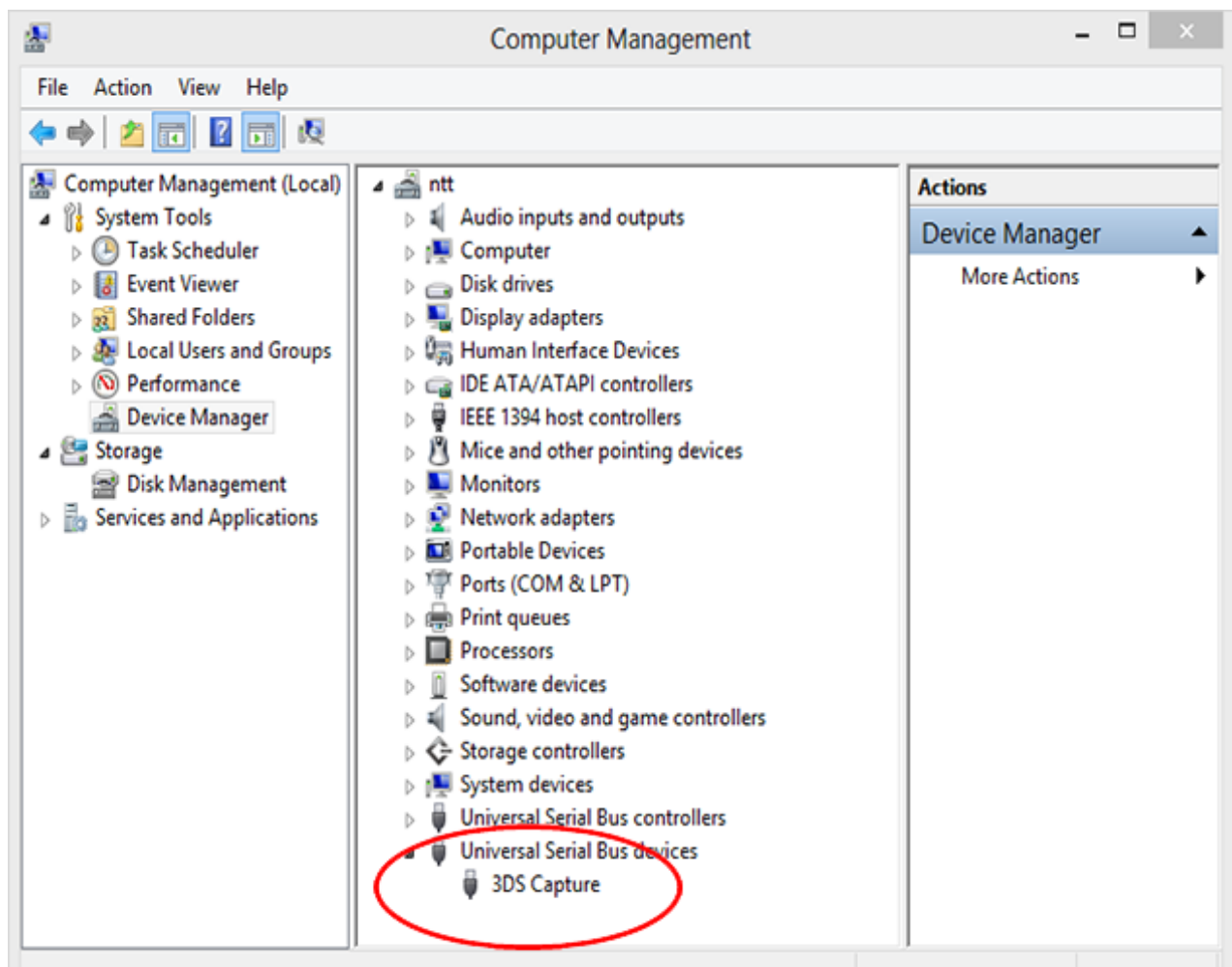
### 1.) Driver:

Your 3DS Capture Card must be recognized by the operating system and drivers need to be installed before you can use it for recording.

For the newer Windows versions you do not necessarily need to install a driver, they already contain a generic driver. But it is recommended to install the driver, by doing this the 3DS Capture Card will be listed proper in the Device Manager.

For Windows XP/Vista/Win7 the driver must be installed!

The driver is located on our website you can download it here: [3ds Driver Installer.rar](#) ☺



To be able to use all functions of the 3DS Capture Card the DirectX (multimedia API) must be installed on all platforms! To complete this task also make sure the latest graphic and sound card drivers are installed on your system!

Please note that drivers supplied with Windows only provide the basic functionality. The full function will only be achieved with the original drivers from the manufacturer's website.

## 2.) Capture-Software:

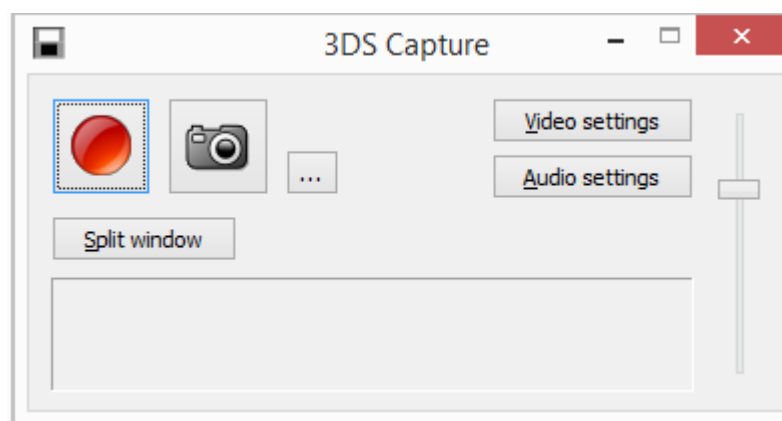
The 3DS Capture Card is not a graphics, video, scanner or webcam device, there is no universal programs for transmission of video and audio streams to the Computer.

To get the dual screen content of your 3DS onto your PC, you need to use our streaming client "**3dsCapture.exe**".

As of firmware 3.0 (Feb 2014) the 3DS Capture Card is enhanced in its capability.

From this Update you only need a single USB cable to transfer the Video and Audio streams.

You do not need an audio cable with 3.5mm jack to record the audio signal from the 3DS anymore!



The software is included and can be downloaded from our website free of charge.

### To record, you have several options:

a.) the streaming client (3dsCapture.exe) - can take a snapshot and since the firmware update 3.0 the complete audio and video streams over USB!

b.) other grabber software can be used to record the output window of the 3dsCapture.exe such as Dxtory, Fraps, Camtasia, OBS and others. They have more advanced capabilities as i.e. these can record and save multiple audio tracks (from more sources).

In the further processing you could then edit the audio tracks separately and for example leave the ingame sound and modify/add/cut the audio commentary, etc.

### to a.):

If you decide to use the streaming client (3dsCapture.exe), then you get **one** video and **one** audio track inside the (AVI file) container.

### *The streaming client (3dsCapture.exe) allows you the following options:*

**-Video-Settings:** Here you can select the video codecs. Your choice will determine how good the quality and what file size it will be. And what programs you can use for post processing (cutting)!

Also you can decide what screen (both, top or bottom) will be recorded 😊

**-Audio-Settings:** The selection of the audio source (microphone, stereo mix, etc.) that is written **together** with the video in the AVI file.

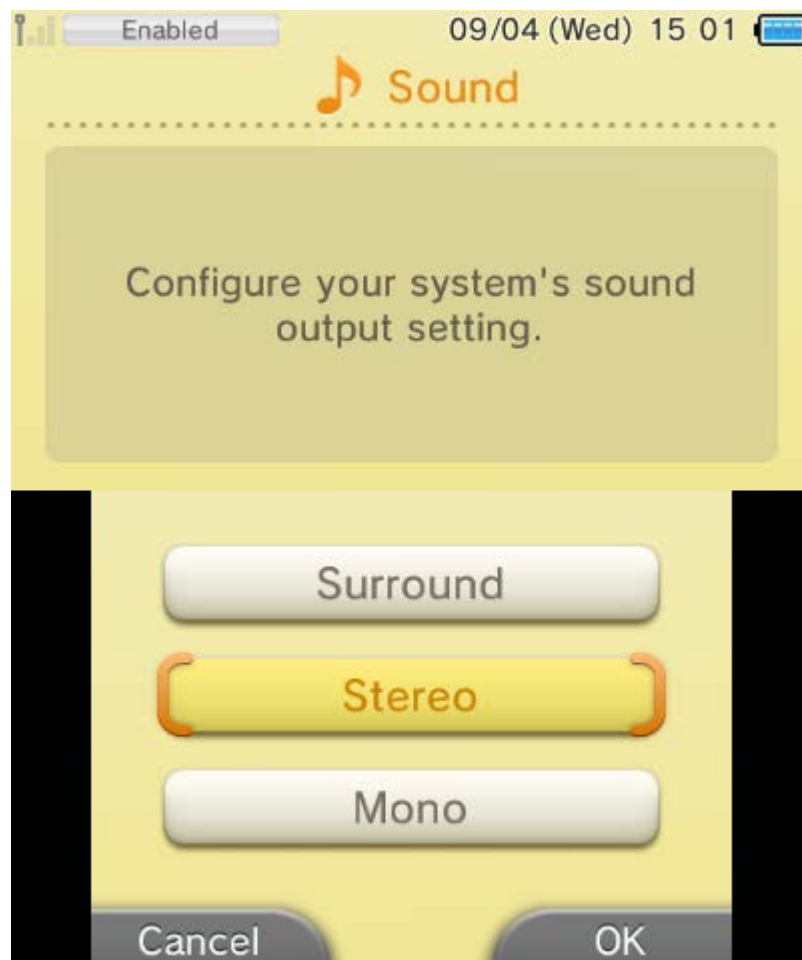
You can if you want, only record the stereo sound of your 3DS, or just your audio commentary, or both together = the "in-game sound" and your Comment.

Or just no audio at all, by checking (no sound).

**-Volume Slider:** allows you to adjust the incoming volume-level from your 3DS to your PC. So basically how loud is what is been passed onto Windows (DirectX sound). (The volume control on the 3DS has **no** impact on the USB audio output at all!

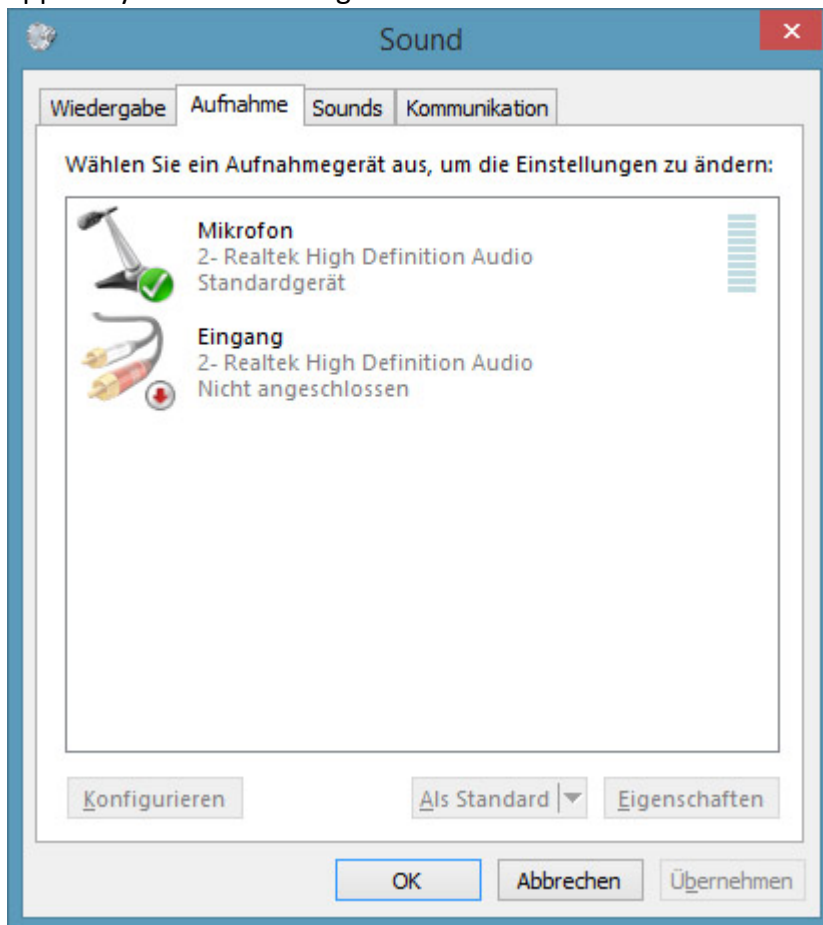
### 3.) Hints:

- We recommend using a USB port directly from the motherboard (i.e. at the back side of your Computer where the graphics card connector is). Still got trouble? Then try using a USB-Hub in between.
- USB 2.0 (black ports) work better in general, but USB3.0 (blue ports) work as well.
- If the volume control does not move, then DirectX is not installed correctly.
- Do not use the power save functions and set the brightness at maximum gives you the best picture quality 😊
- The sound quality is much better when you choose stereo sound instead of surround, you can change this in the audio options at your 3DS!



- I can hear the "in-game-sound" on my PC speakers but I cannot record it!?
- → The stereo mix is probably not selected as the recording source.
- Stereo mix is not available when selecting the audio source!?
- → Are the Latest drivers for your sound card installed? If only the Windows native WDM driver is installed, then the option is not available.
- I have installed the latest available drivers for my sound card but under recording devices there is only the microphone showing but not stereo mix!?
- → Then you should do the following:

In the 3DS Capture Streaming Client go to "Audio Settings" button, then click "Control Panel" now appears your sound configuration:



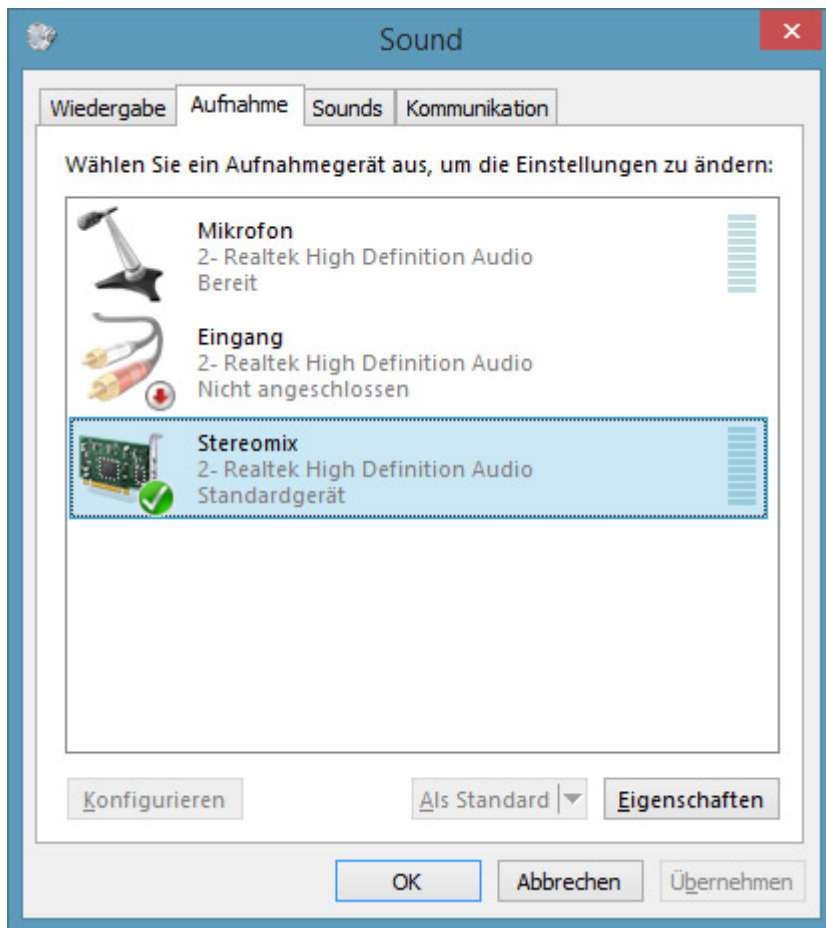
if you right click now, you will get two choices:

Show disabled devices

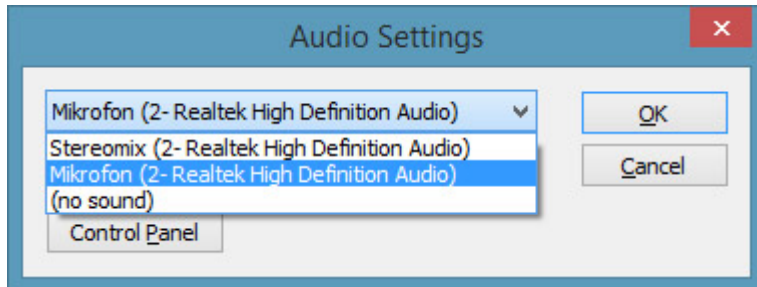
See deactivated devices

Tick "Show disabled devices", from now on you can see **stereo mix** in "gray" look. That means it is still disabled.

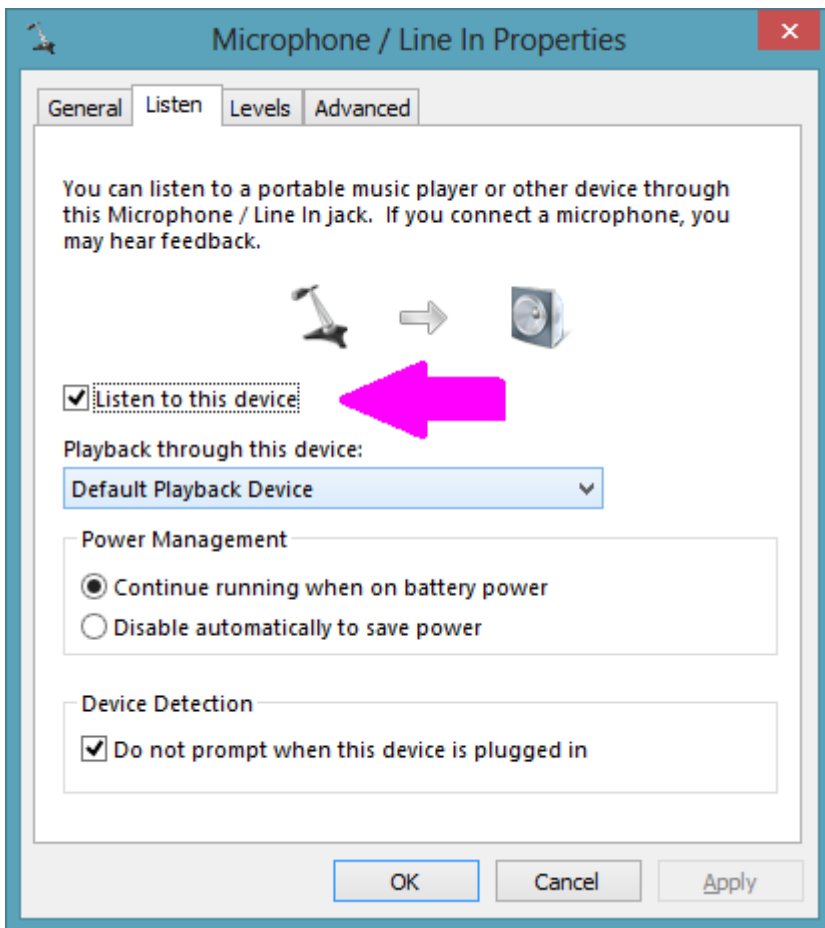
That must be enabled now. To do this, you have to go to properties and say in the device usage: Use this device (enable)



now again in the 3DS Capture Streaming Client, click on the "Audio Settings", now the stereo mix should be there, select it and confirm with OK:



- - Stereo mix is there now and I can hear the game sound from my Speakers but I cannot record my commentary with the microphone and the game sound at the same time!?
  - →the option must be set in the properties of your Microphone/Line In tab.
  - The "Listen to this device" must be activated!
  - Now the microphone is played back via your Windows sound and will be recorded with stereo mix.
- 😊



#### 4.) Video Editing-Software:

You Certainly want to cut the captured raw video and possibly bring it to some other form, perhaps edit your own audio commentary and background music or add some effects to the video.

This is what video editing programs are for.

Apart from the professional video editing solutions, there are also low-cost and even free deals.

Here are a few ideas:

##### ***Video-Editing:***

Lightworks 11.5.1 - [Freeware](#)

##### ***Audio-Editing:***

Audacity 2.0.5 - [Freeware](#)