

GodwinMix: scope, timeline and cost

How an engagement works, what you supply, what hardware to plan for, and the licence.

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What you are paying for

GodwinMix itself is free. It is open source under the Apache License, Version 2.0 (January 2004), as stated in the project's LICENSE file. Under that licence you may use it for any purpose, including commercial shows, run it on as many machines as you like, change it, and ship your own builds of it. There is no account to create and no licence fee to us or to anyone else for the mixer. It is a program you run on your own machine.

What you pay us for is the work around it: choosing and applying the right preset, setting up your sources and destinations, testing on your actual machine and network, training the people who will run it, and, where you need it, building something new such as a plugin, a graphic package or a custom branded build.

Some parts that travel with it carry their own terms. The Windows installer includes the NDI runtime on the NDI SDK's terms, and GStreamer and Chromium licence files travel with the installers. If you use an AI agent to direct a show, the model costs are paid by you to the AI vendor.

How an engagement works

The size of the job depends far more on your show than on the software. Three typical sizes:

Engagement	Typical example	Time	What happens
An afternoon	A church already streaming from a laptop	Half a day on site or remotely	Apply the church preset, put in your stream keys, connect your cameras, add phones as extra cameras, set up lyrics over the picture, stream a test to an unlisted event, show your volunteer the red button.
About a week	A classroom, a sports club, a conference	3 to 5 working days, spread over two weeks	Apply the nearest preset, fit it to your rooms and kit, set up recording, graphics and a score or data feed if needed, run two or three rehearsals, train two or three operators, write a one page run sheet for your people.
A month or more	A broadcaster's contribution chain, a 24/7 AI run channel, a bespoke plugin	4 weeks and up	Design the chain with your engineers, test SRT links and tally with your equipment, run long soak tests on your hardware, build and test any plugin you need, and agree the overnight plan with your team.

For the larger jobs, part of the month is a long run on your own machine, so you watch the channel working before it goes live.

What you supply

- A machine to run it on. A desktop or laptop for a staffed show, or a Linux server (or a container host) for a headless one.
- Your cameras, or phones to use as cameras.
- Your destinations and their stream keys (YouTube, Facebook, a broadcaster's SRT address and so on). We never need to see a key after it is entered; the interface does not show it again.
- A network that can carry it. Plan your upload speed for the bitrate you stream at. Four 1080p60 NDI feeds use about 500 Mbit, on a network of their own.
- For remote guests on other networks, a way to serve the mixer over https: a domain name and a reverse proxy, which we can set up with your IT team.
- People to train, and time for rehearsals.

Hardware guidance

A GPU is optional. The same program picks hardware codecs at startup if they are there and falls back to software if they are not.

Platform	Hardware decode and encode	Notes
Windows	Direct3D 11 decode, Media Foundation encode; NVIDIA if present	Quick Sync was picked by itself on the Intel test laptop.
macOS	VideoToolbox	Installer is for Apple Silicon.
Linux	NVIDIA, or VA for Intel and AMD	Best fit for a headless server.
Any	Software (x264)	Works on every machine.

On an Apple M4 Pro, two 720p30 sources with encoding used 0.70 of one core with hardware encoding and 0.88 without. The first thing we do in any engagement is set it up on the machine you plan to use.

Some practical rules from the presets: for 1080p at 60 frames a second, use a machine with a GPU, or run at 30 frames a second. A 720p canvas is kind to a room laptop on battery.

Our fees

Our fees are quoted per engagement after a short call. That covers the setup, rehearsals and training, any bespoke plugin or custom branded build, and support during your live shows or a monthly retainer if you want one.

Ways to pay

For the smaller engagements, one fee on completion. For a month or more, a fee split across agreed milestones, or spread monthly together with ongoing support. The payment terms are set out in the quote.