User Handbook · English edition

User Manual
MEKs Live

Every tool streamers use on TikTok Live, from signing up and running PK battles to on-screen effects, explained step by step with screenshots from the real app.

App version	System	Works with
MEKs Live 2.4.6	Windows 10 / 11	OBS Studio · TikTok Live Studio

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How to read this manual

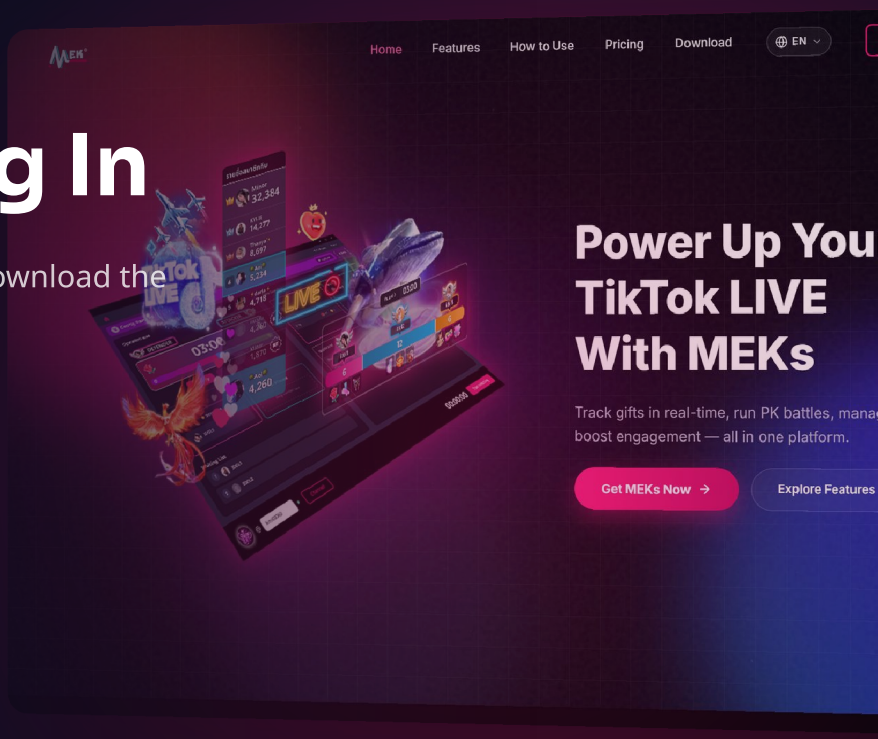
- Numbers in pink circles on the screenshots match the numbered items in the text.
- Text in **grey boxes** is a button or menu you see in the app.
- Blue boxes are **Tips**. Yellow boxes are **Warnings**.

01

Getting started

Sign Up & Log In

Create an account at meks-live.com, download the app, then log in for the first time.



In this chapter

01 Create an account

02 Verify your email

03 Download and install

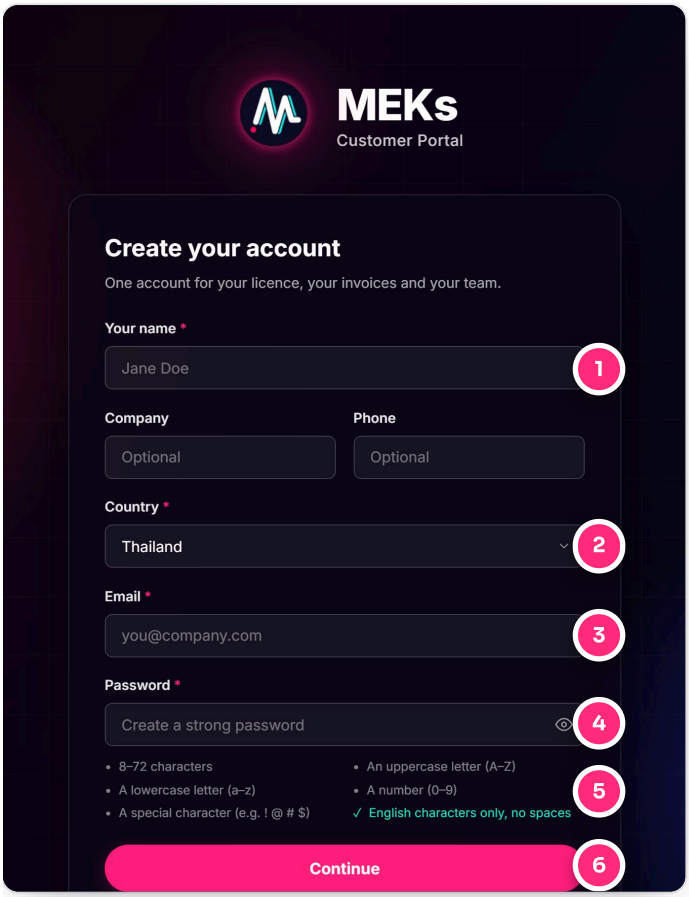
04 Log in to the app

05 Bind your TikTok channel

Step 1

1 Open the sign-up page

Go to `www.meks-live.com/register` in Chrome or Edge. You can change the page language in the top-right corner.



1. **Your name** The name shown in the portal (**Company** and **Phone** can be left blank)
2. **Country** Choose your country
3. **Email** Used to receive your verification code and to log in to the app
4. **Password** Choose a secure one
5. Password rules: 8–72 characters with A–Z, a–z, 0–9 and a special character such as ! @ # $. English characters only, no spaces
6. Click **Continue**

Step 2

2 Verify your email with a 6-digit code

We send an email with a code that looks like `AHW-821137` to the address you entered.

1. Enter **only the 6 digits** after `AHW-`
2. Click **Create account**
3. No email? Wait for the countdown to finish, then send a new code
4. Typed the wrong email? Click **Edit details** to go back

> **Can't find the email?**
> Check your Spam or Promotions folder before asking for a new code.

3 Step 3 Download and install the app

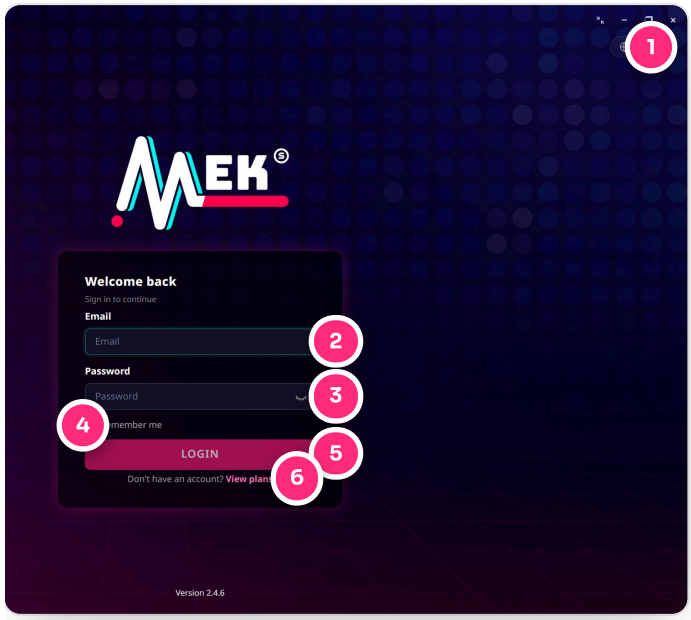
After signing up you go straight to the **Customer Portal** (you can come back later at `www.meks-live.com/login`).

1. Banner showing the latest app version
2. Click **Download**, open the installer and follow the steps until it finishes
3. Your **activation code** appears here when your account has an active package

> **No package yet?**
> See prices and pick a package on the website home page with the **Get MEKs Now** button, or contact an admin.

4 Step 4 Log in to the app

Open **MEKs Live** from the icon on your desktop.



1. **Language** Change the app language instantly (16 languages)
2. **Email** The one you signed up with
3. **Password**
4. **Remember me** Tick this on your own computer
5. Click **LOGIN**. The app syncs your settings from the server, then opens the home screen
6. No account yet? Click the link below to see the plans and sign up

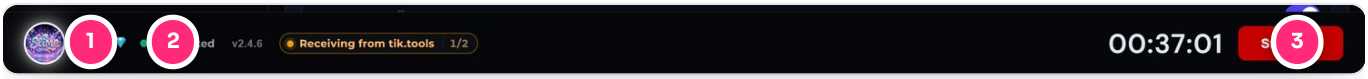
> **Settings follow your account**
> Presets, casts and almost all settings are saved to your account. Log in on any computer and you get the same setup.

5

Step 5

Bind your TikTok channel (one time only)

Before your first live, tell the app which channel to collect data from. The channel box is in the bar at the very bottom of the app.



1. Type your **@TikTok username** (the name in your profile link, not your display name), click **Check** or press Enter, then click **Yes** in the bind channel window
2. Once bound, the text box disappears and you see the channel picture and name, with a connection status dot
3. The **Start Live** button only works after the channel is bound

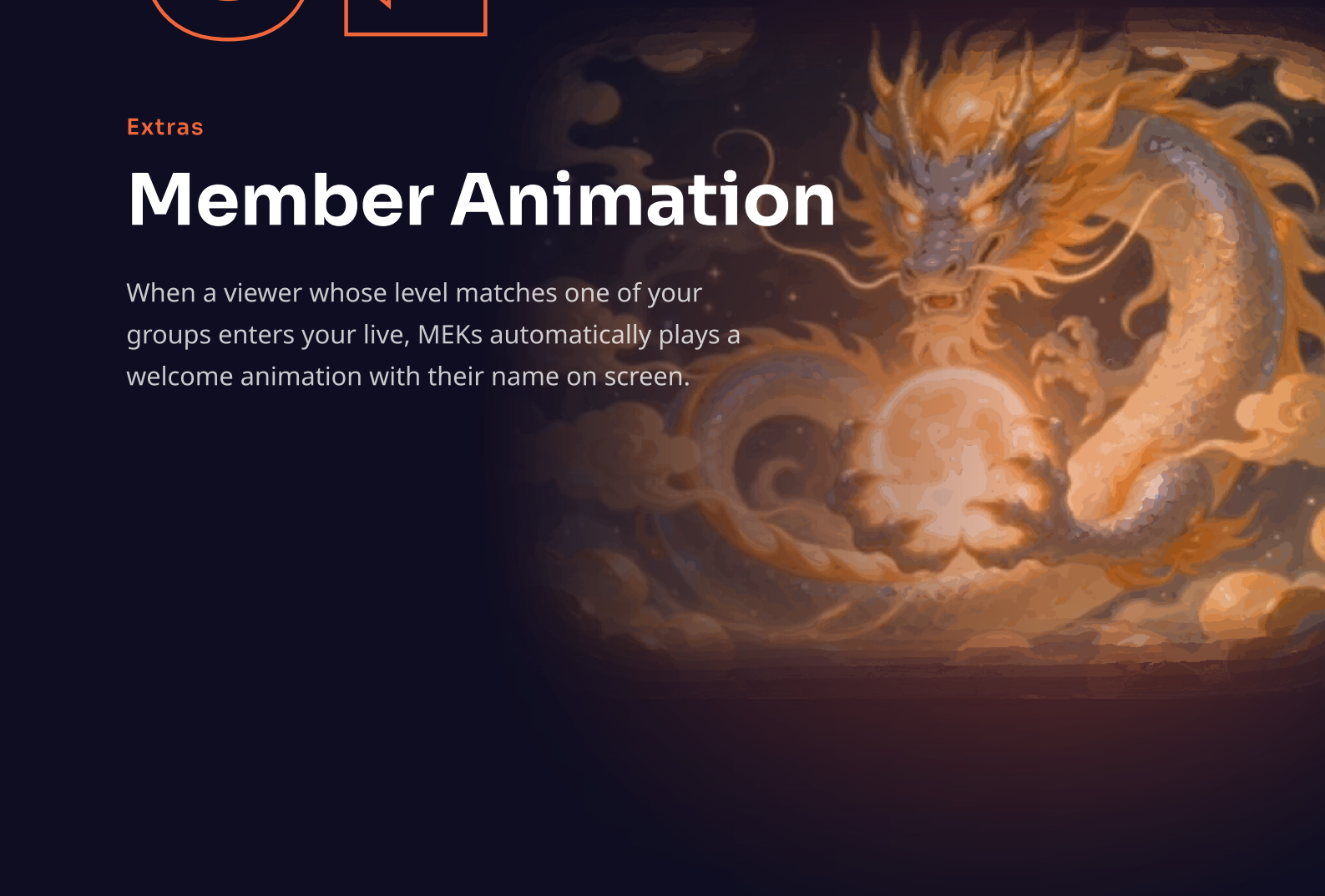
> **You can't change it yourself once bound**
> Your account is locked to the bound channel. To change channels, contact an admin. Check the channel name carefully before you confirm.

02

Extras

Member Animation

When a viewer whose level matches one of your groups enters your live, MEKs automatically plays a welcome animation with their name on screen.



In this chapter

01 Get to know the screen

02 Create groups by level range

03 Choose an animation

04 Set welcome texts

05 Cooldown & Auto-trigger

06 Put it on screen in OBS

07 Use it during a live

How it works

1 **Viewer enters**
Someone joins your live

→

2 **Level check**
Which group's range is their level in, and is their cooldown over?

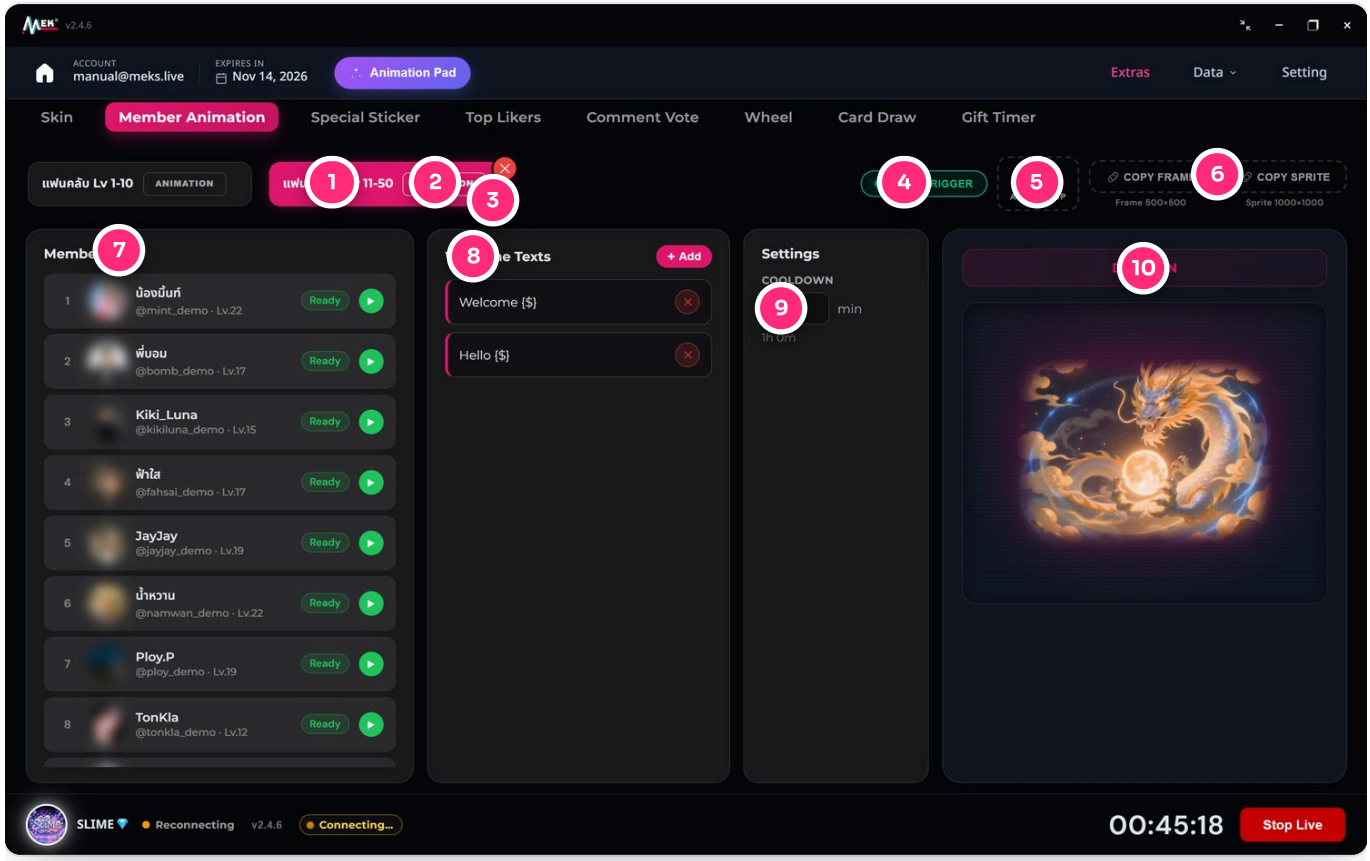
→

3 **Animation plays**
The group's animation plays with a welcome text on OBS

1 Step 1

Get to know the screen

Click **Extras** in the top-right corner, then choose the **Member Animation** tab.

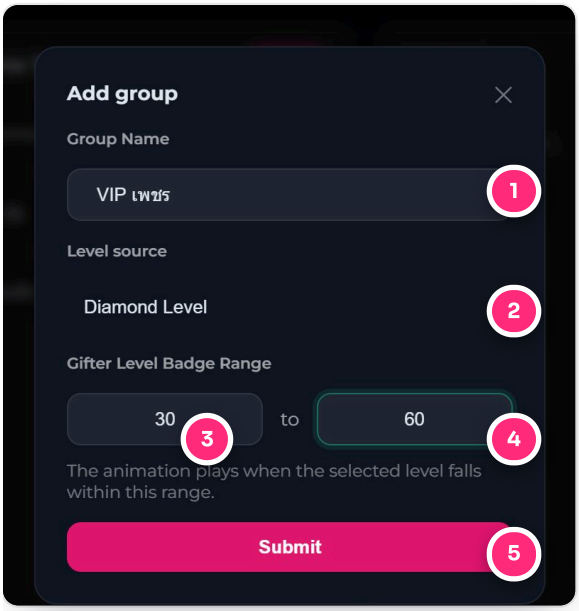


1. **Group chips** Click to switch groups. The selected group is pink
2. **Animation** Opens the animation list for this group
3. ✎ **Edit** / ✕ **Delete** the selected group
4. **Auto-trigger** Turns all automatic playback on or off
5. **+ Add group** Creates a new group
6. **COPY FRAME** / **COPY SPRITE** Copy the links to paste into OBS
7. **Member List** Viewers in this live whose level is in the group's range
8. **Welcome Texts** The sentence shown with the viewer's name
9. **Cooldown** How long before the same person gets the welcome again
10. **Preview** Shows the group's animation

Step 2

2 Create groups by level range

One group = one level range + one animation. For example, Fans Lv 1–10 get Sakura, True Fans Lv 11–50 get Dragon.



1. **Group Name** Must be different from other groups
2. **Level source** Which badge the level is read from (see the table below)
3. **Gifter Level Badge Range** Lowest level
4. to Highest level
5. Click **Submit**. The new group appears as a chip at the top

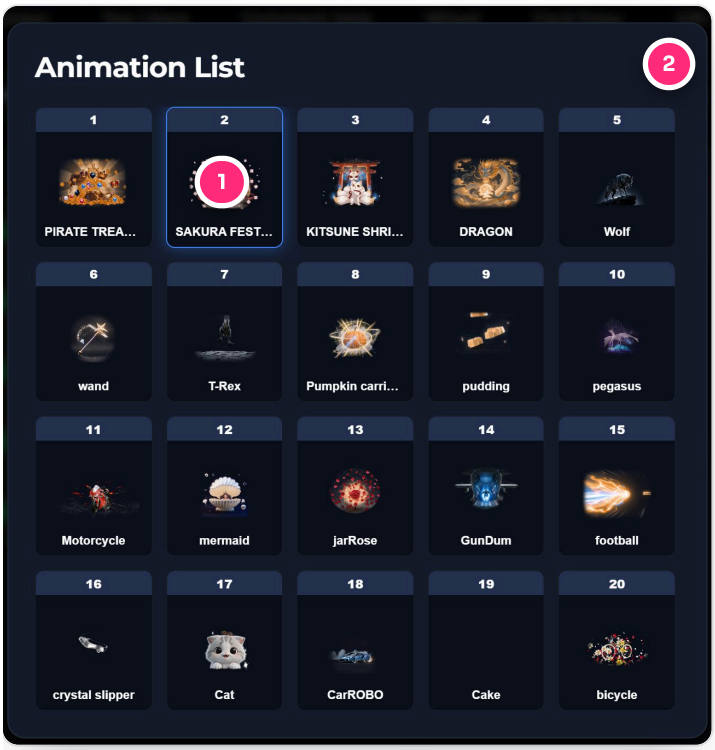
Level source	Level comes from	Best for
Orange Heart Level	The fan club badge (orange heart) for your channel	Welcoming fans by how close they are to your channel
Diamond Level	The gifter level (diamond) of the TikTok account	Welcoming viewers who send a lot of gifts
Either level	Whichever of the two badges is higher	Not missing anyone with a high level on either badge

Level ranges must not overlap
Groups that use the same level source need ranges that don't overlap. For example, 1–10 and 10–30 can't be saved because they share Lv 10. Use 1–10 and 11–30 instead. (Orange Heart Level and Diamond Level groups can use the same range, but “Either level” clashes with both.)

Step 3

3 Choose an animation for the group

Click the **Animation** button on the group chip, then pick one you like from the **Animation List**.



1. Click the animation you want. The window closes by itself and the animation shows in the preview right away
2. Click ✕ to close without changing anything

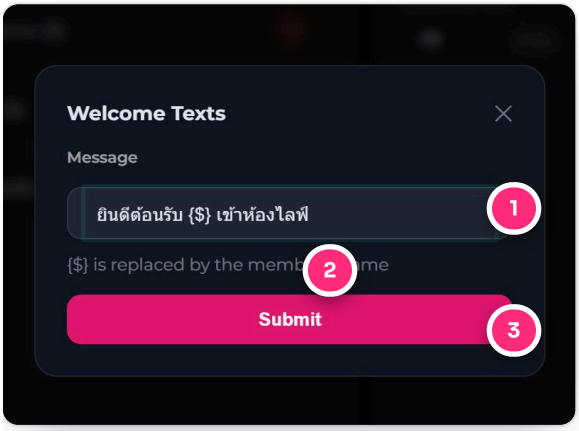
Starter texts included
The first time you pick an animation, the app adds `Welcome {$}` and `Hello {$}` for you.

Every group needs an animation
If you leave the tab while a group has no animation, that group is deleted (the app asks you to confirm first).

Step 4

4 Set welcome texts

Click **+ Add** at the top of the Welcome Texts box and type a sentence. Put `{$}` where you want the viewer's name.



1. Type a message, for example `Welcome to the live, {$}!`
2. `{$}` is replaced with the member's name when the animation plays
3. Click **Submit**. The new text appears in the list. Click ✕ on a text to delete it

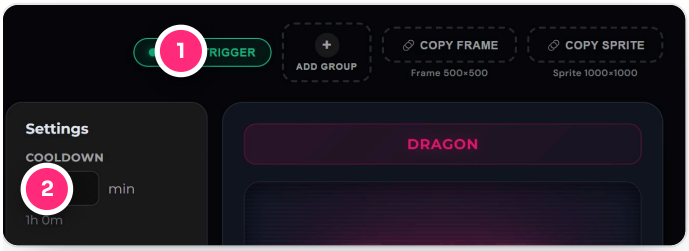
Random every time
With several texts, one is picked at random each time, so viewers don't see the same sentence every time.

Texts belong to the animation
If two groups use the same animation, they share the same texts. For different texts, choose different animations.

5

Step 5

Cooldown & Auto-trigger



1. **Auto-trigger** **Green = on**: the animation plays by itself when a matching viewer enters. **Grey = off**: automatic playback stops for all groups, but you can still press ▶ to play manually
2. **Cooldown** Enter how many minutes to wait before welcoming the same person again. The box below shows it in hours/minutes. New groups start at 60 minutes

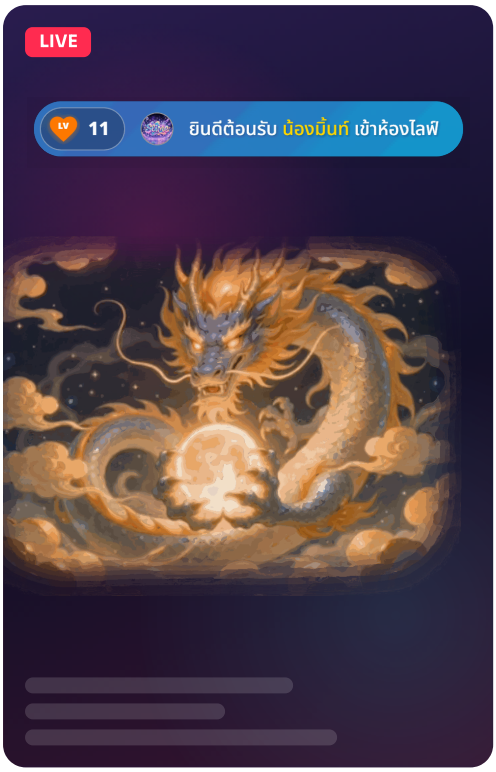
> **You can pause it**
> During big announcements or a PK battle that needs full attention on screen, turn Auto-trigger off and turn it back on later.

Example group setup

Group	Level source	Range	Animation	Cooldown
Fans Lv 1-10	Orange Heart Level	1 – 10	SAKURA FESTIVAL	60 min
True Fans Lv 11-50	Orange Heart Level	11 – 50	DRAGON	30 min
Diamond VIP	Diamond Level	30 – 60	Pumpkin carriage	10 min

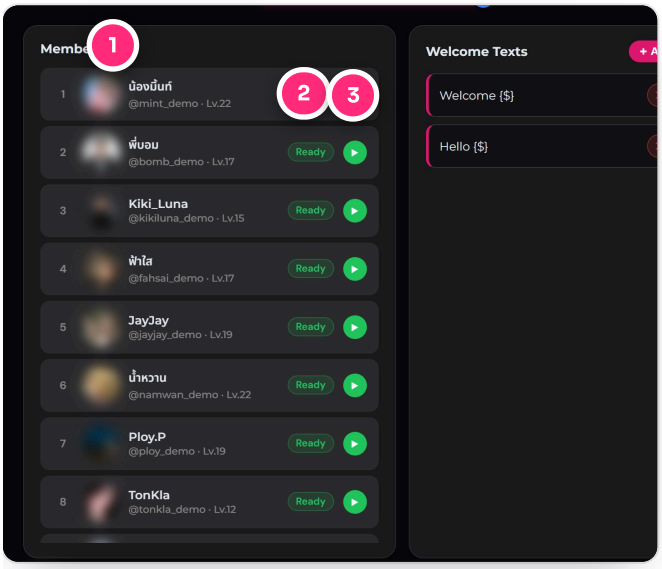
6 Step 6
Put it on screen in OBS

There are 2 links: **Frame** (name tag and welcome text) and **Sprite** (the animation itself). Add them once and they work for every group.



1. Click **COPY FRAME** in the Member Animation tab
2. In OBS, add a **Browser** source, paste the link and set the size to 500 × 500 (see the Appendix for details)
3. Do the same with **COPY SPRITE** at 1000 × 1000
4. Position them: name tag at the top, animation in the middle of the screen
5. Press ▶ next to a member's name to test that it shows on screen

7 Step 7
Use it during a live



1. After you click **Start Live**, viewers who enter with a level in range appear in that group's **Member List**, with their @name and level
2. **Time tag** The cooldown left before this person can be welcomed again. **Ready** means the welcome plays as soon as they enter
3. Press ▶ to play the welcome for that person right away. This button ignores the cooldown

Common problems

The Member List is empty

Check that you clicked Start Live and the channel is live. The list only shows viewers whose level is in the group's range.

Someone entered but no animation played

Check that Auto-trigger is green, and whether that person is still in cooldown.

Only the name shows, no welcome text

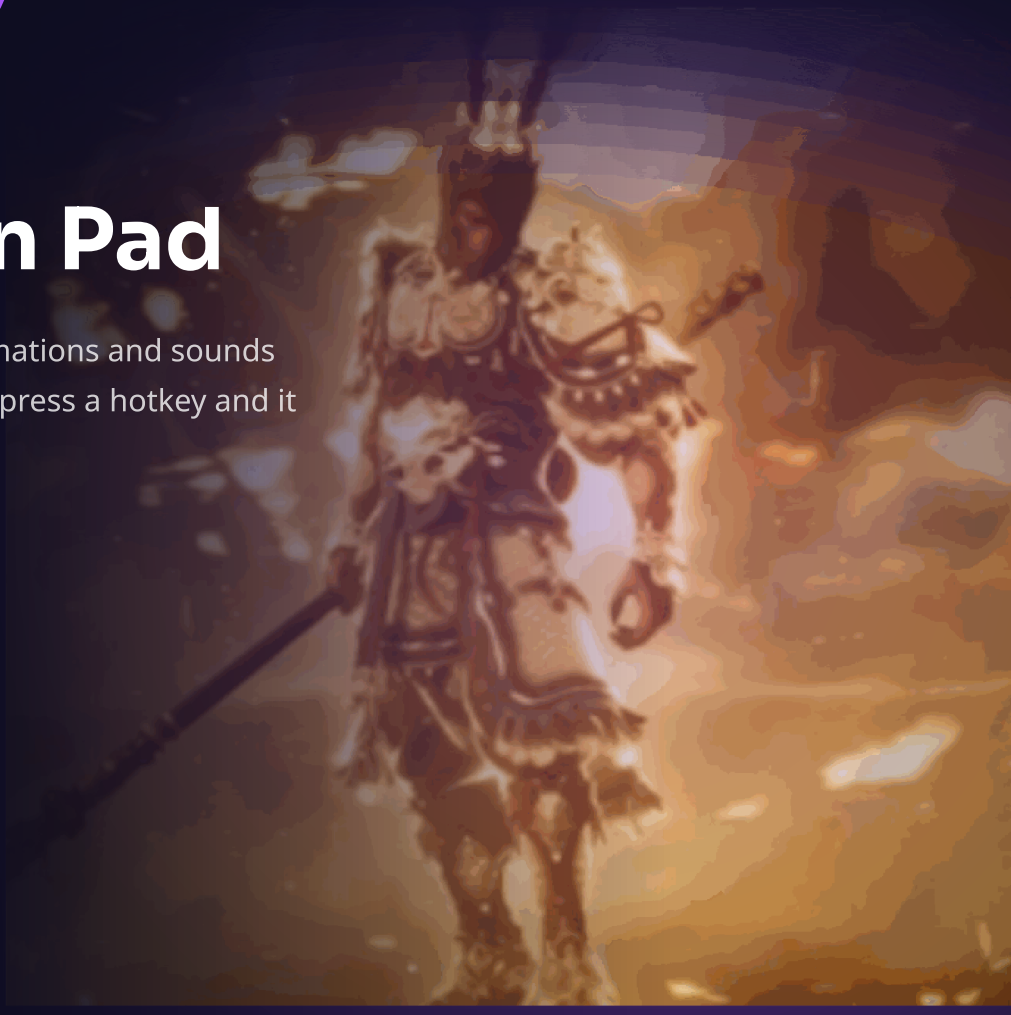
Add at least 1 welcome text and include {$}.

03

Live effects

Animation Pad

A button board that fires animations and sounds onto your live. Click a card or press a hotkey and it plays in OBS instantly.



In this chapter

01 Open the window and set up tabs

02 Add cards from the media catalog

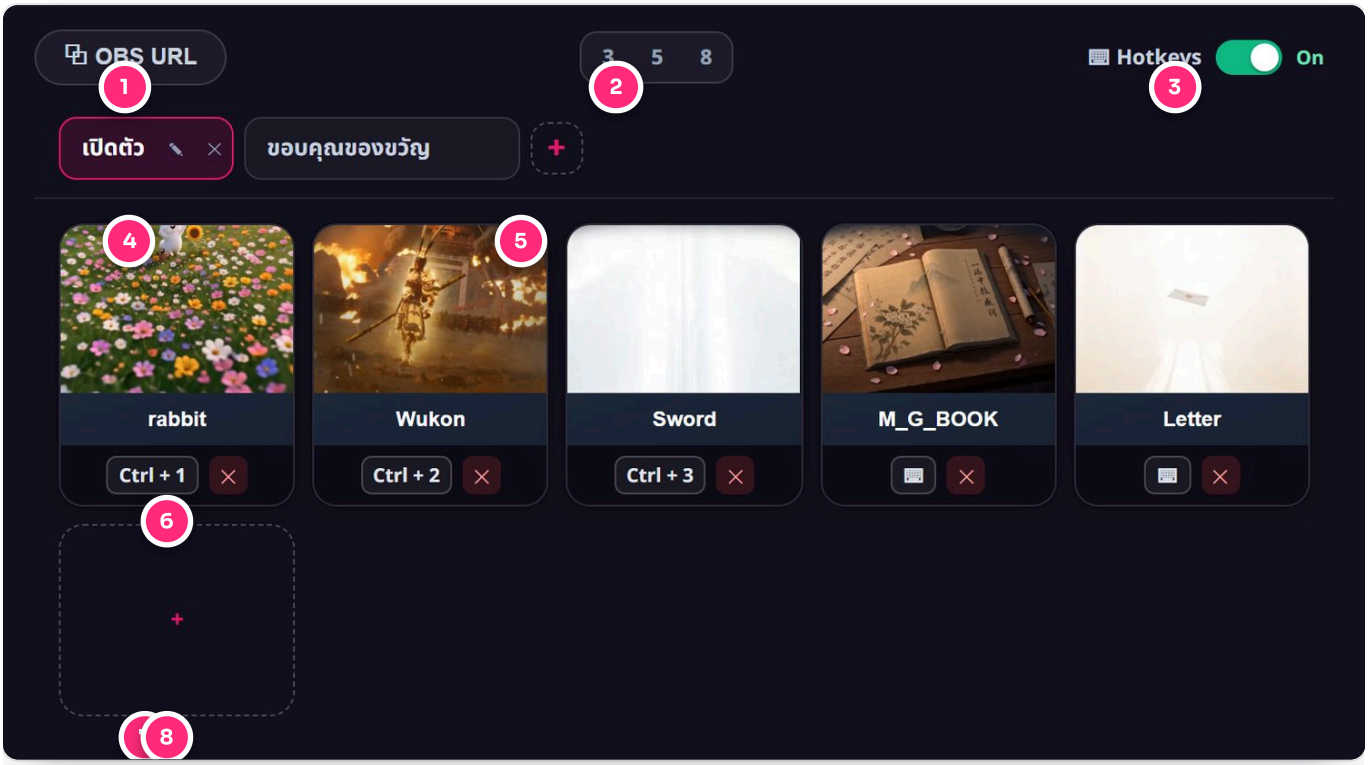
03 Set hotkeys

04 Put it on screen and test

Step 1

1 Open Animation Pad and set up tabs

Click the purple **Animation Pad** button in the top bar. It opens a separate window you can keep at the side of your screen during a live.

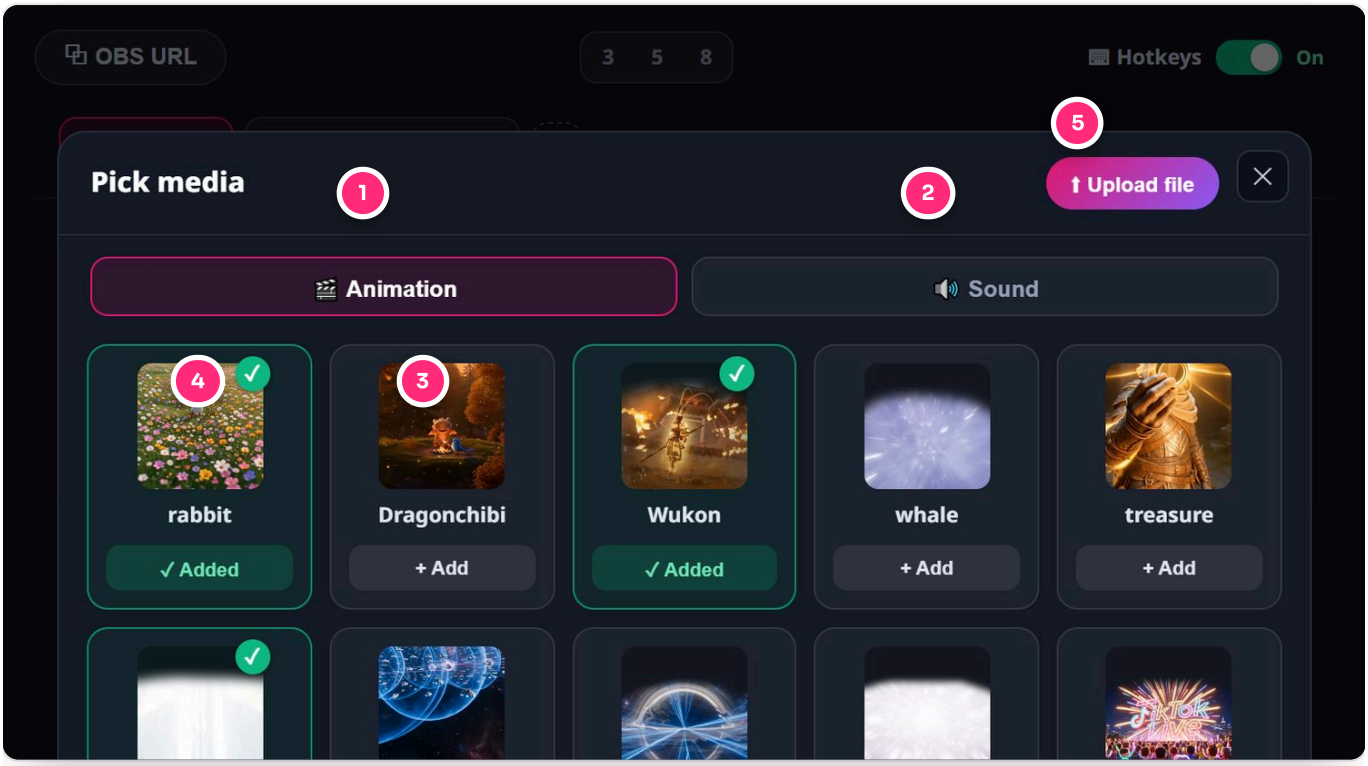


1. **OBS URL** Copies the link for OBS
2. **3 · 5 · 8** Resizes the window to 3, 5 or 8 columns
3. The **Hotkeys** switch turns all hotkeys on or off
4. **Tabs** Double-click or click ✎ to rename, click ✕ to delete. For example, separate “Intro” and “Gift thanks” tabs
5. **+** Adds a new tab
6. **Cards** Click to play the media on screen
7. **Hotkey button** of the card
8. The **+** tile adds a new card

Step 2

2 Add cards from the media catalog

Click the + tile to open the **Pick media** window. You can pick several items at once, and each one becomes a card.



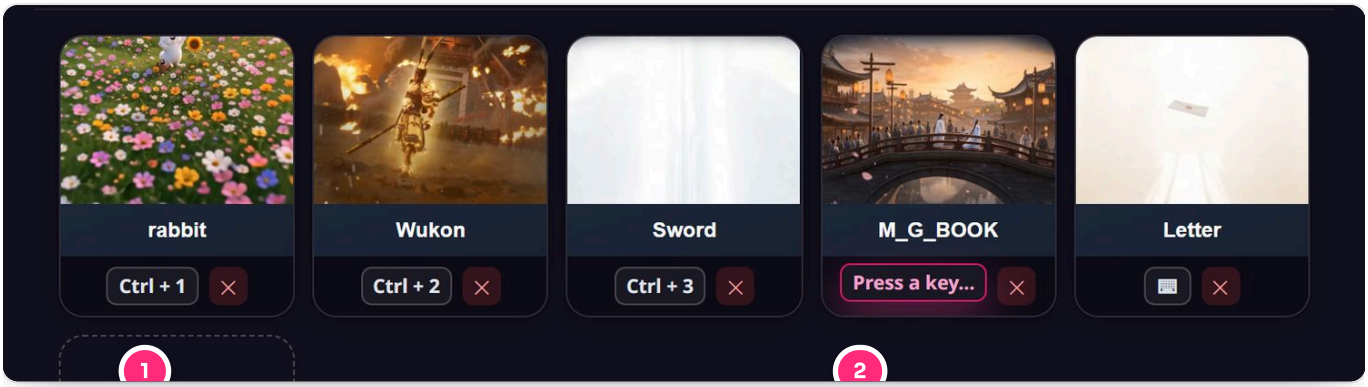
1. **Animation** tab
2. **Sound** tab
3. Click **+ Add** under the media you want
4. Media already added has a ✓
5. **Upload file** Use your own file

> **Supported files**
> mp4/mov (H.264), webm, png/jpg/gif/webp, mp3/wav/ogg/m4a, up to 100 MB · iPhone videos (HEVC/H.265) and ProRes won't play. Convert them to H.264 first

Step 3

3 Set a hotkey for a card

Hotkeys work even while you are using another program, as long as the Animation Pad window is open.



1. Cards with a hotkey show it, for example `Ctrl` + `1`
2. Click the card's key button until it shows **Press a key...**, then press the keys you want (you can press several keys together)

> **Keys are taken over system-wide**
> If you set `1` on its own, you can't type the number 1 in other programs while the Pad is open. Combine it with `Ctrl` or `Alt` instead.

Step 4

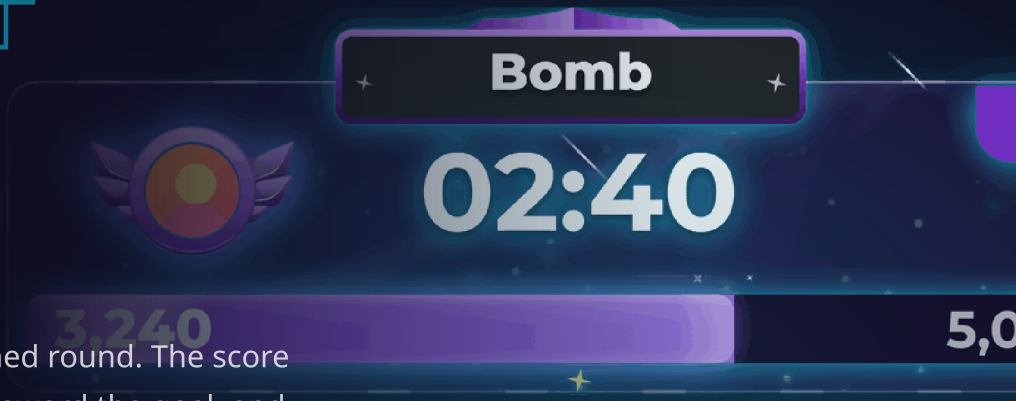
4 Put it on screen and test



- In the Pad, click **OBS URL** and add the link as a **Browser** source in OBS (see the Appendix)
- Click a card or press its hotkey and the animation plays in OBS right away. The card that is playing has a glowing border
- Click a new card while one is playing = the old one stops and the new one plays · Click the same card again = stop
- Animations and sounds can play together because they use separate channels

> **Works with other modes**
> Pad cards can also be used as the **Punishment Animation** in Solo mode (Chapter 4).

04



Solo live mode

Solo

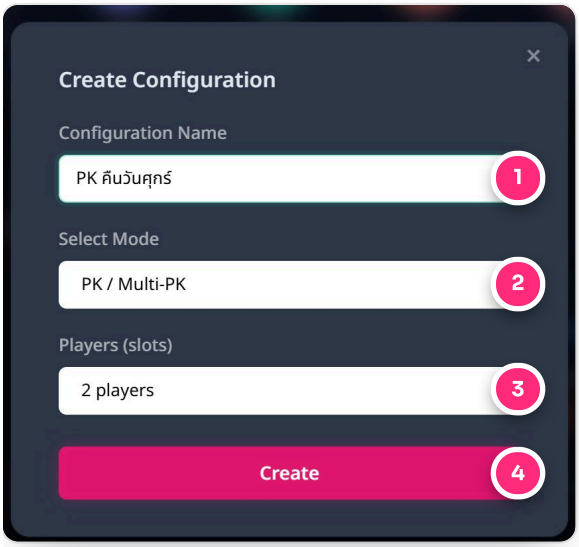
One idol collects gifts in a timed round. The score bar climbs through Lv steps toward the goal, and results add up into a ranking.

In this chapter

01 Create a preset and add casts
02 Display settings
03 Set Lv goals
04 Start and control a round
05 OBS links

1 Step 1 Create a preset

A preset is a saved set of settings for a mode. You can make as many as you like, such as “Evening Solo” or “Friday Night PK”. This step is the same for every mode.

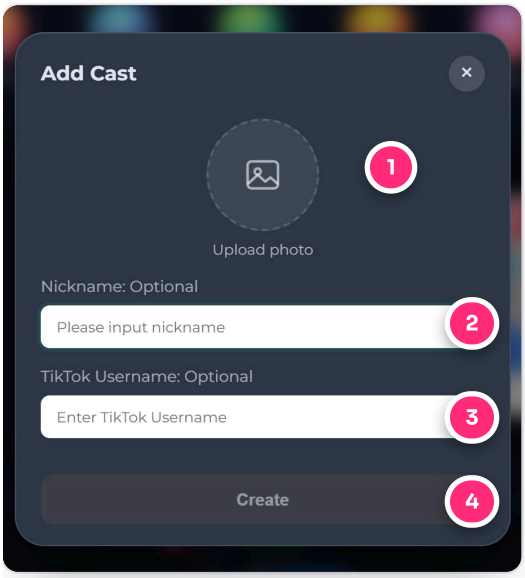


1. **Configuration Name** Pick a name that's easy to remember
2. **Select Mode** PK / Multi-PK, Solo, Sticker Game or HP Battle
3. **Players (slots)** (PK only) 2 players = PK, 3–8 players = Multi PK
4. Click **Create**. The preset appears in the left sidebar and its settings page opens right away

> **Open this window**
> Click the pink + below the preset list in the left sidebar. The ⋮ button on a preset lets you rename, duplicate or delete it.

2 Step 2 Add casts

Casts are the idols who join your live. The cast list is shared by all presets.



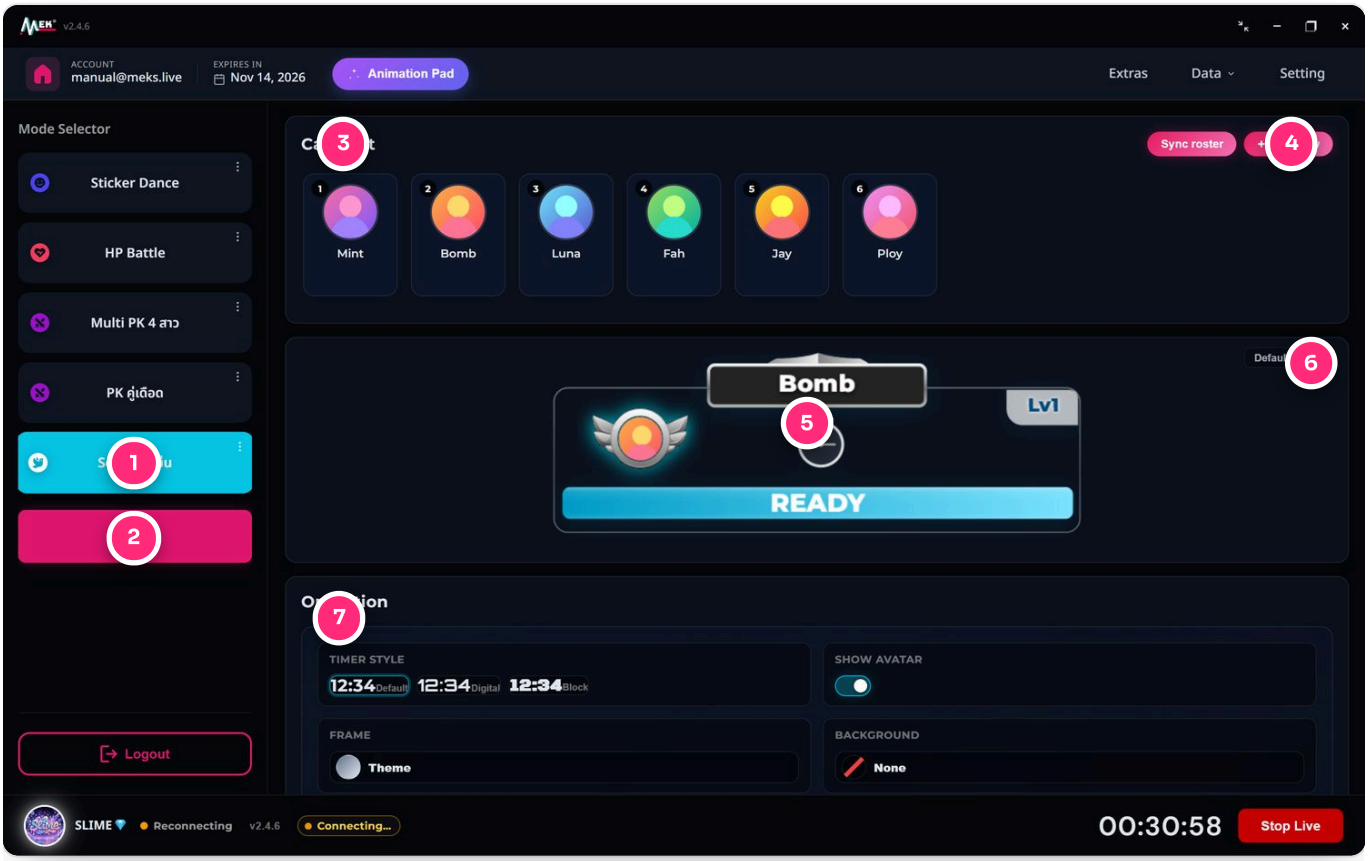
1. **Upload photo** (optional) A photo you upload always replaces the TikTok picture
2. **Nickname** The name shown on the overlay
3. **TikTok Username** (optional) Lets the app fetch the profile picture
4. Click **Create**

> **Edit later**
> Click a cast card to edit or delete it · The **Sync roster** button pulls the list from your agency's ERP system

3

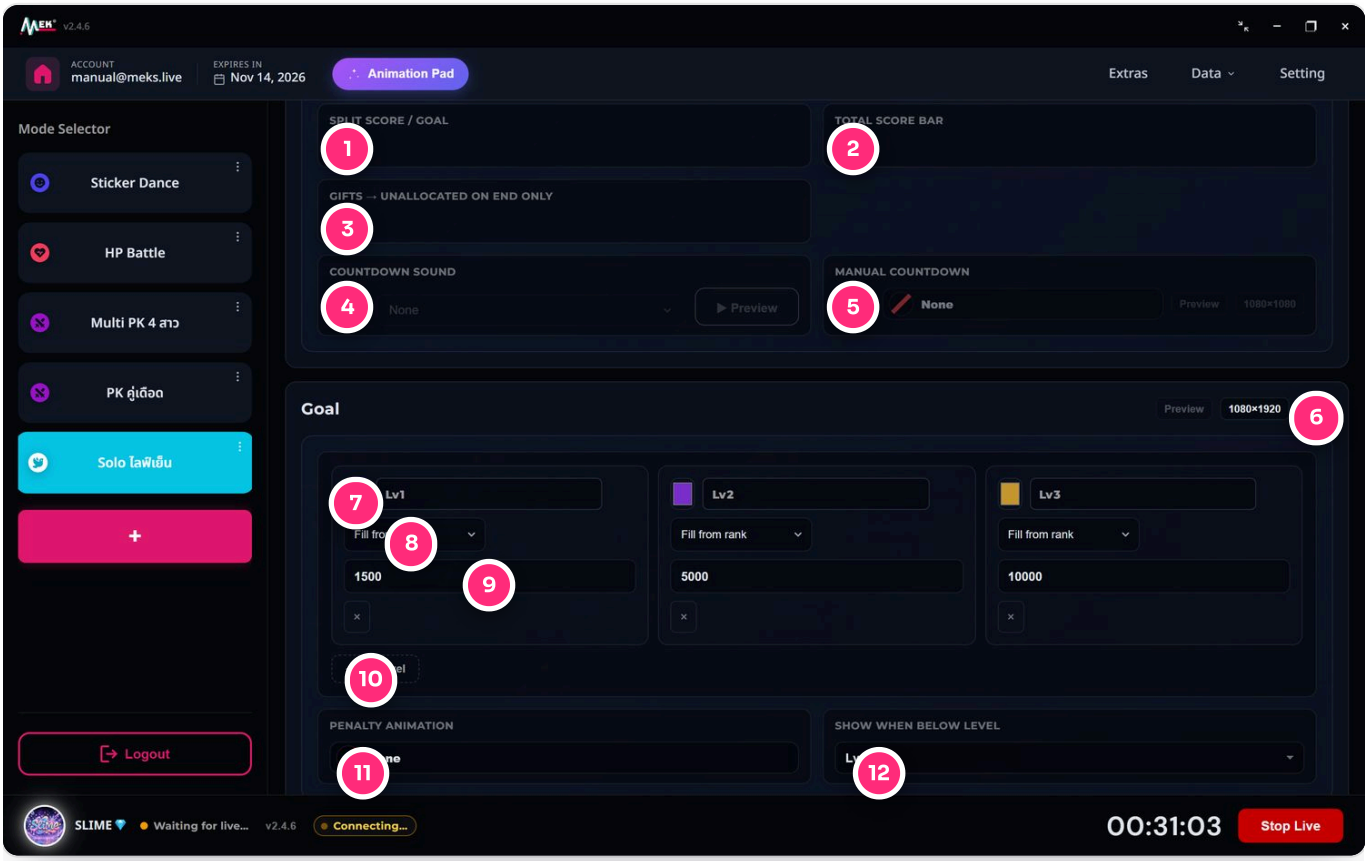
Step 3

Solo settings page



1. The selected preset in the left sidebar
2. **+** Creates a new preset
3. **Cast List** All your casts
4. **+ Add New** Adds a cast
5. **Overlay preview** Shows exactly what your settings look like
6. **Overlay theme** Default card or a theme pack
7. **Operation** Timer style, avatar, frame, background

4 Step 4
Display options and goals

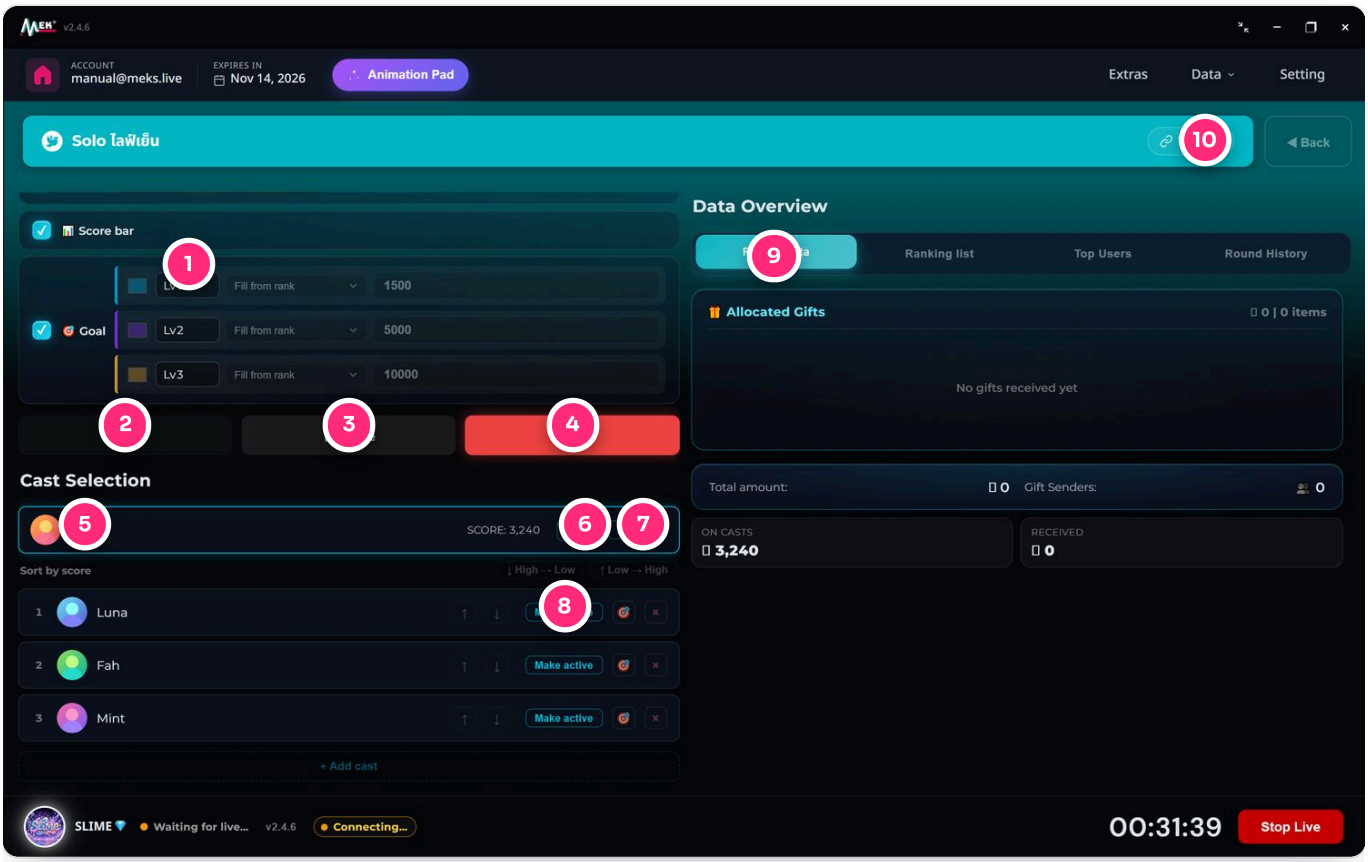


1. **Split score / goal** Shows the score and goal separately
2. **Total score bar**
3. **Gifts → Unallocated on End only** Off = gifts after time runs out don't count · On = they count for the idol until you press End
4. **Countdown sound** Plays on the overlay during the last 10 seconds
5. **Manual countdown** The MC steps through the numbers by hand
6. **Goal** On/off
7. **Level colour**
8. **Fill from rank** Sets the goal to “Pass rank n” automatically
9. **Goal score** for each Lv (must be higher than the previous Lv)
10. **+ Add level**
11. **Penalty Animation** An Animation Pad card that plays when time runs out and the goal isn't reached
12. **Show when below level** Choose which Lv the idol must miss to get the penalty

Next
When you're done, click **Preview** in the bottom-right corner, check the overlay, then click **Continue** to open the round controls.

5 Step 5
Start and control a round during a live

Click **Start Live** in the bottom bar first, then use the round controls.

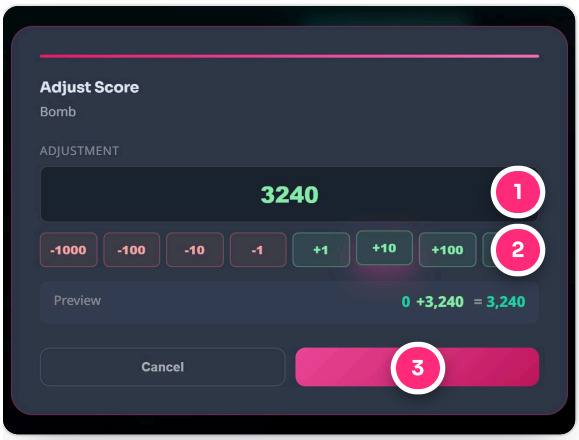


1. **Timer / Score bar / Goal** Tick to turn on or off. You can change the duration before you start
2. **Ready** Gets the round ready (the overlay shows READY)
3. **▶ Start** / **Pause** Starts counting time and gifts
4. **■ End** Closes the round
5. **Current idol**
6. 🎯 **Per-cast goal** Set a separate goal for this person
7. **± Adjust** Add or remove points by hand
8. **Queue** **Make active** switches the player. Arrows change the order
9. **Data Overview** Round data, ranking, top users, history by round
10. **Widgets** Overlay links for OBS

> **You can't switch idols mid-round**
> End the round before you change who's playing · Goals are locked during a round, so edit them in the settings.

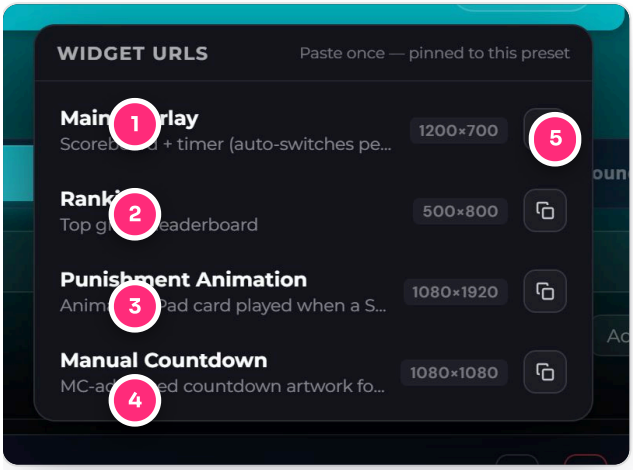
6 Step 6
Adjust the score by hand

Use this when a viewer sent a gift that didn't reach the app, or when you need to fix the score.



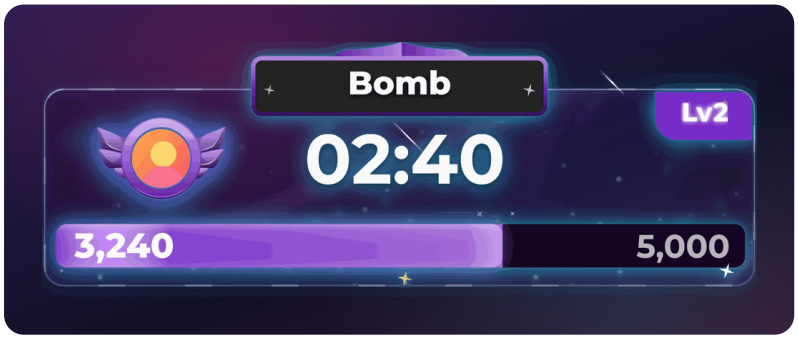
1. Score after the adjustment
2. Buttons from −1000 to +1000, press as many times as you need
3. Click **Confirm**

7 Step 7
Solo OBS links

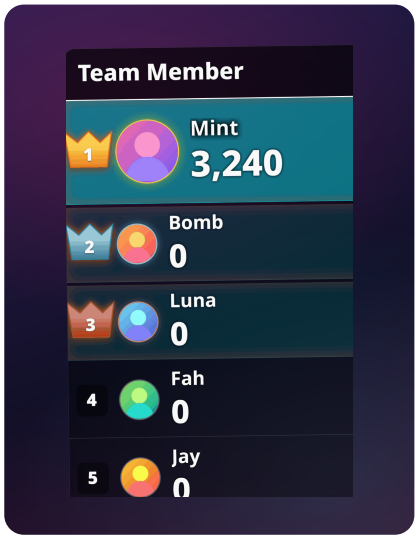


1. **Main Overlay** 1200 × 700
2. **Ranking** 500 × 800
3. **Punishment Animation** 1080 × 1920
4. **Manual Countdown** 1080 × 1080
5. Click the copy button, then paste it as a Browser source in OBS. The link is tied to the preset, so you only add it once

What viewers see on your live



Main Overlay: name, level and score bar toward the goal



Ranking

05



Two-side battle

PK

Defender (left) vs Attacker (right). The side with more coins wins. The winner stays, the next in the queue steps up to challenge, and the loser goes to the back of the queue.

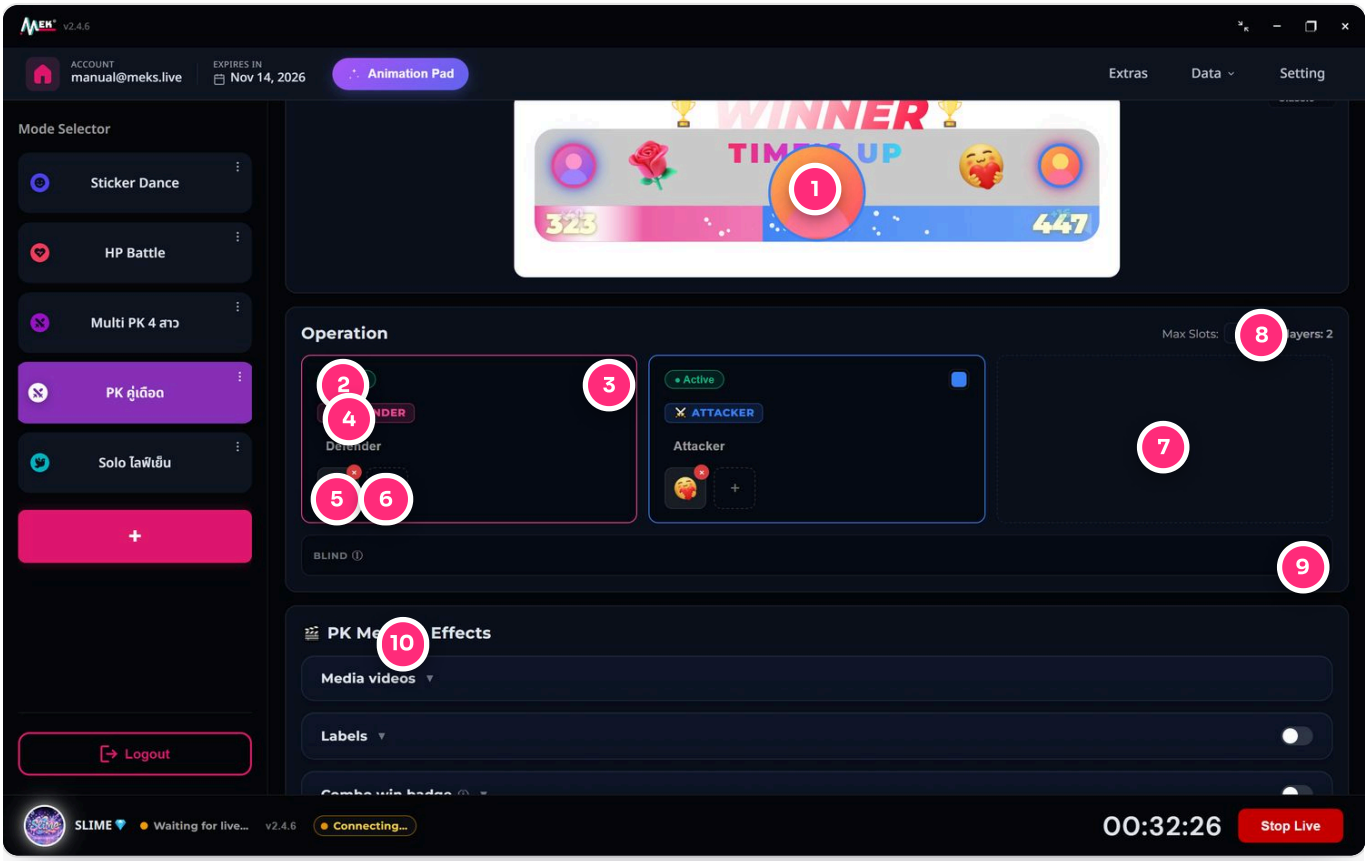
In this chapter

01 Create a PK preset
02 Bind gifts to each side
03 Skins and media
04 Control the match
05 Win table and OBS links

Create a **PK / Multi-PK** preset and choose **2 players** (see how to create a preset in Chapter 4, Step 1).

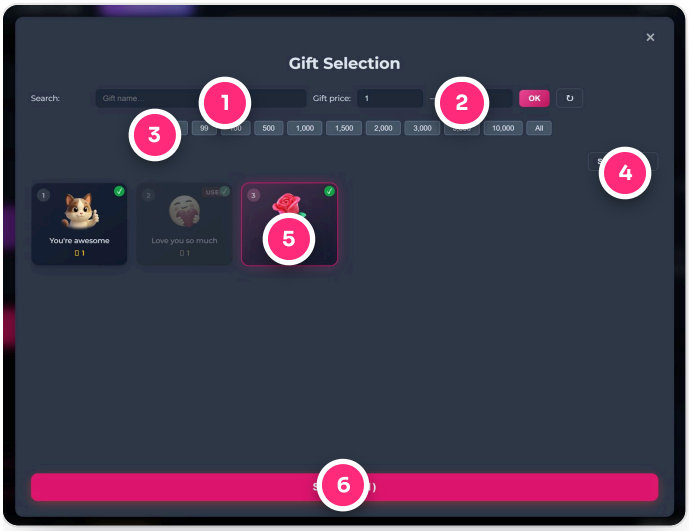
Step 1

1 Set up slots and bind gifts



1. **Overlay preview** Updates as you change the settings
2. **Active / Off** for the slot
3. **Side colour** on the overlay
4. **Side label** Defender or Attacker
5. **Side gift** This gift always counts for this side
6. **+** Add gifts (you can add several)
7. **+ Add slot** Adds a player (3 or more becomes Multi PK)
8. **Max Slots**
9. **BLIND** Hides the real scores on the overlay
10. **PK Media & Effects** (Step 3)

2 Step 2
Choose gifts



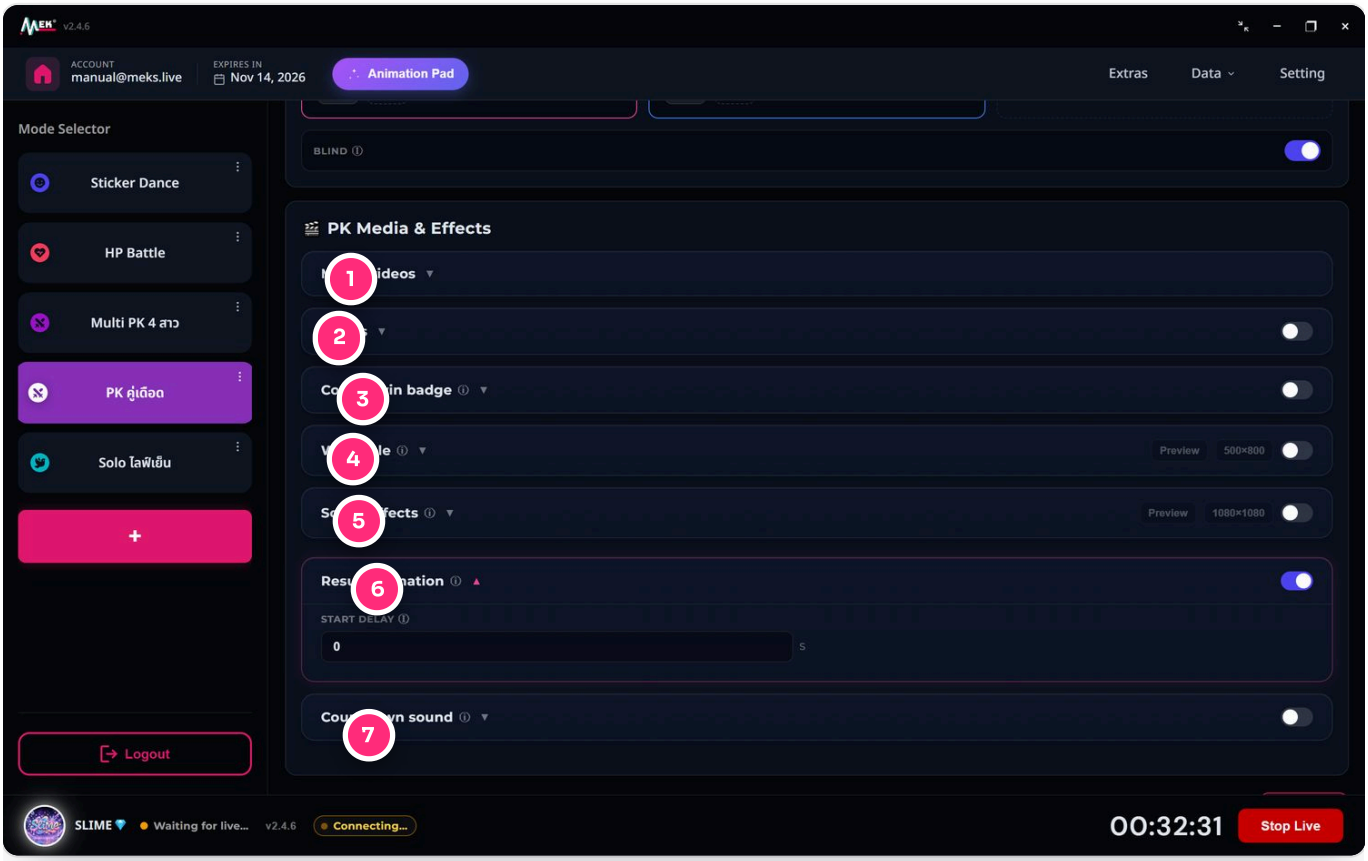
1. **Search** by gift name
2. **Gift price** Filter by price range
3. Quick price buttons 1, 10, 99 ... 10,000
4. `Show all gifts` / `This channel's gifts` Switch between all gifts and the ones that have been sent in your channel
5. Click a gift card to select it
6. Click `Select`

> **Some gifts can't be sent in some countries**
> If you see a warning that nobody has sent it in this channel, viewers in your region may not be able to send that gift. Picking a different one is safer.

3

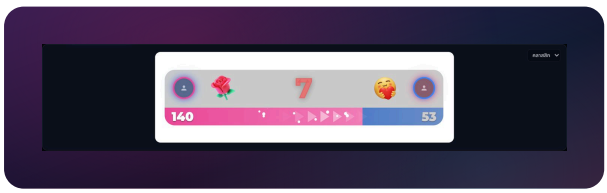
Step 3

Skins and PK Media & Effects

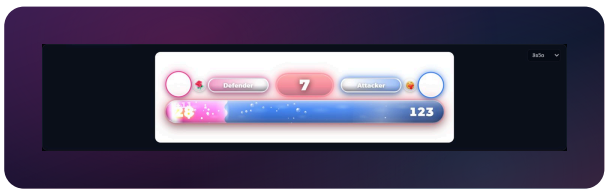


1. **Media videos** Background video, status bar and clash video
2. **Labels** Side labels on the overlay
3. **Combo win badge** Shows how many wins in a row
4. **Win table** Overlay summarising wins (500 × 800)
5. **Scene effects** Effects based on the score gap, time and ending (1080 × 1080)
6. **Result animation** With a delay before the next round starts
7. **Countdown sound** Last 10 seconds

Widget skin (choose in the top-right corner of the preview)



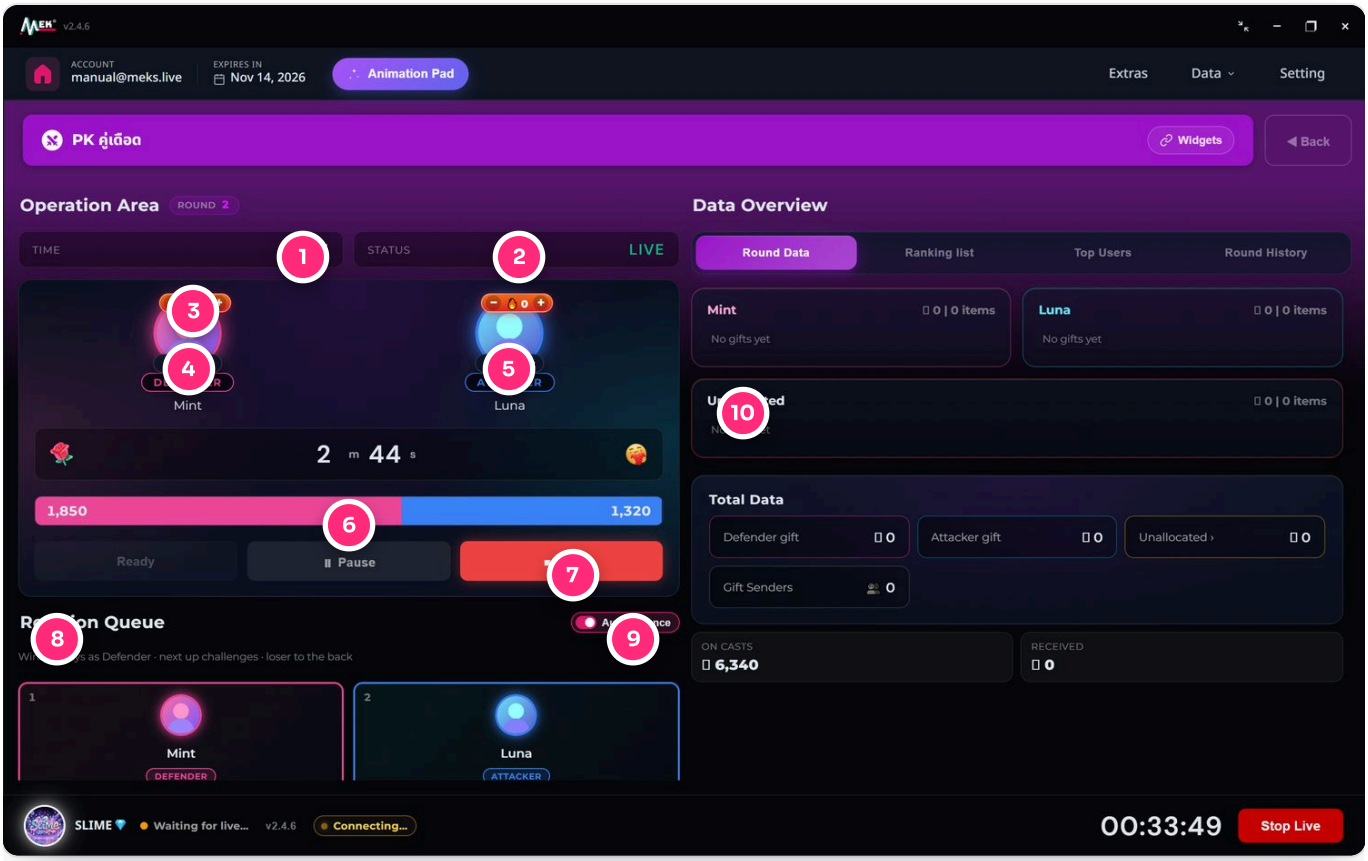
Classic



Liquid

Step 4

4 Control the match



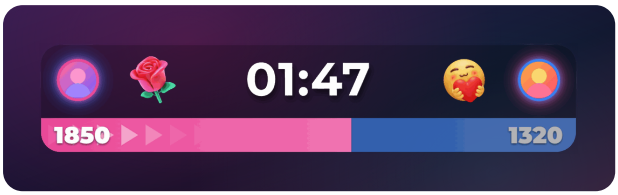
1. **Time** left in the round
2. **Status** Draft · LIVE · Ended
3. 🔥 **Win combo** Adjust with − / +
4. **Adjust** Defender: tap the photo to adjust the score
5. **Adjust** Attacker
6. **Score bar** for both sides
7. **Ready** → **▶ Start** → **Pause** → **■ End**
8. **Rotation Queue** Positions 1–2 are the pair currently battling
9. **Auto-advance** The winner stays, the next one steps up to challenge
10. **Unallocated** Gifts that haven't gone to either side yet (you can move them yourself)

Which side does a gift go to? (order of rules)

Order	Rule
1	The cast's side gift always wins
2	If not, it goes to the side of the last bound gift that viewer sent in this round (1-Gift Binding)
3	If there is none, it goes to the side the MC bound that viewer to
4	Anything else goes to **Unallocated** with a reason, such as before the round started, time ran out or after the round ended

Move gifts yourself
Click a gift in the Data Overview to move it to a side, or bind the sender to a side for the whole round.

What viewers see on your live

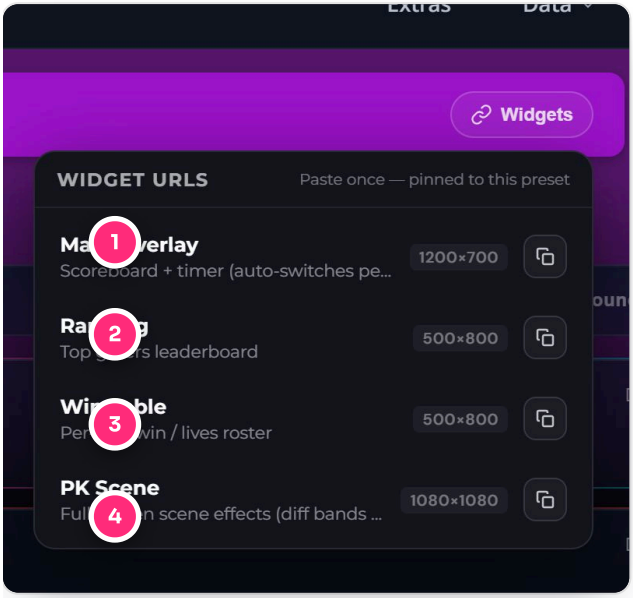


During the battle



Round over, winner announced

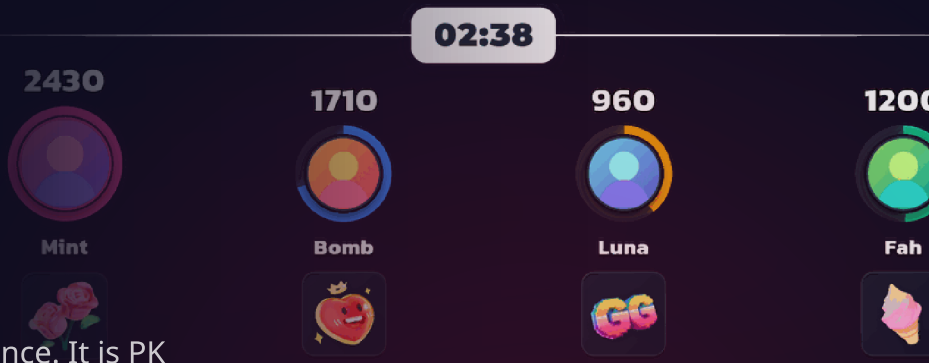
5 Step 5 PK OBS links



1. **Main Overlay** 1200 × 700
2. **Ranking** 500 × 800
3. **Win Table** 500 × 800
4. **PK Scene** Scene effects 1080 × 1080

Stop Live ≠ End round
`Stop Live` stops data collection without announcing a winner and resets the combo badge. Always press `■ End` first.

06



3–8 slots

Multi PK

A scoreboard with several slots at once. It is PK mode with 3 or more players and uses the same overlay link as PK.

In this chapter

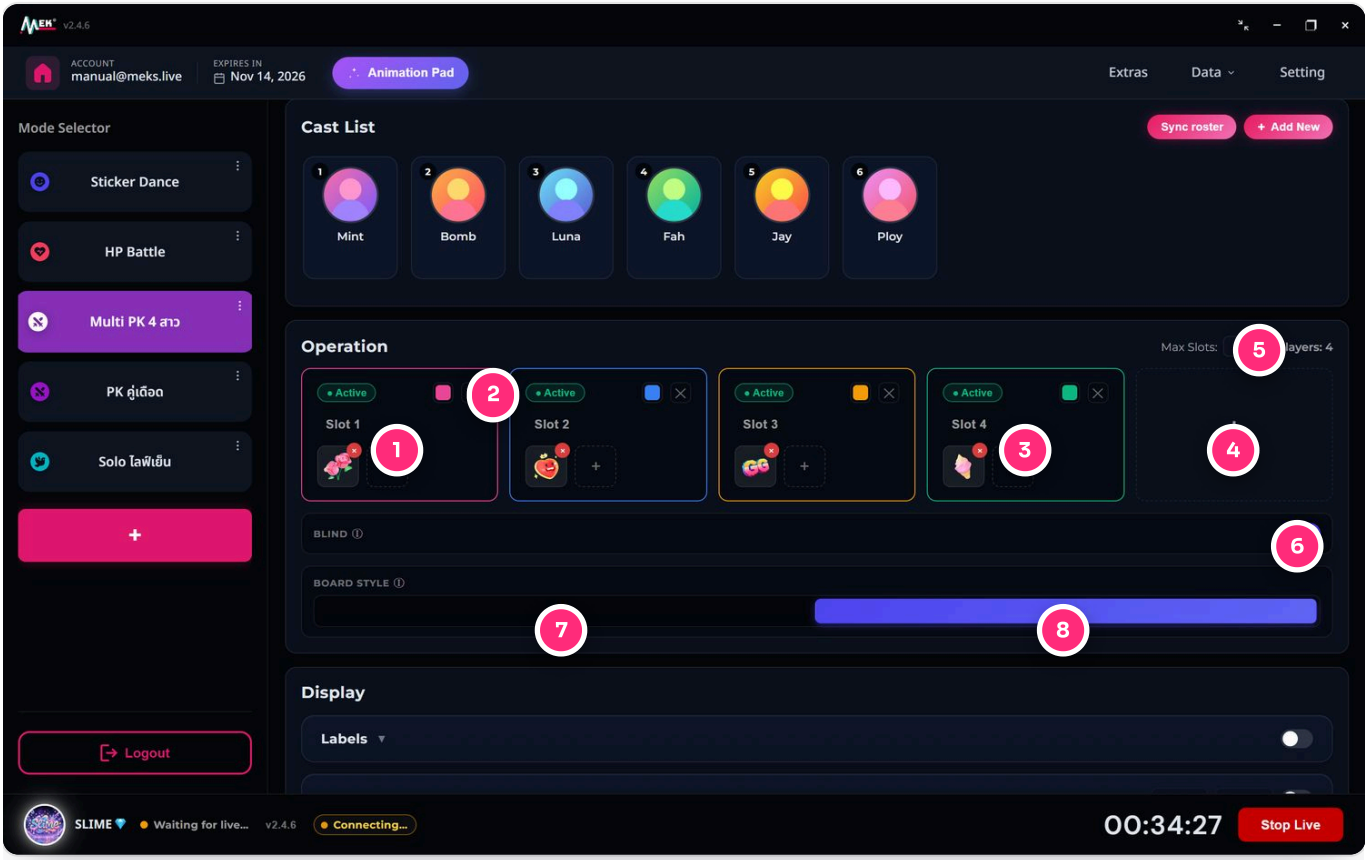
01 Create a 3–8 player preset

02 Set up slots and board style

03 Control the round

Create a **PK / Multi-PK** preset and choose **Players (slots)** 3–8. Gifts are bound the same way as in PK (Chapter 5).

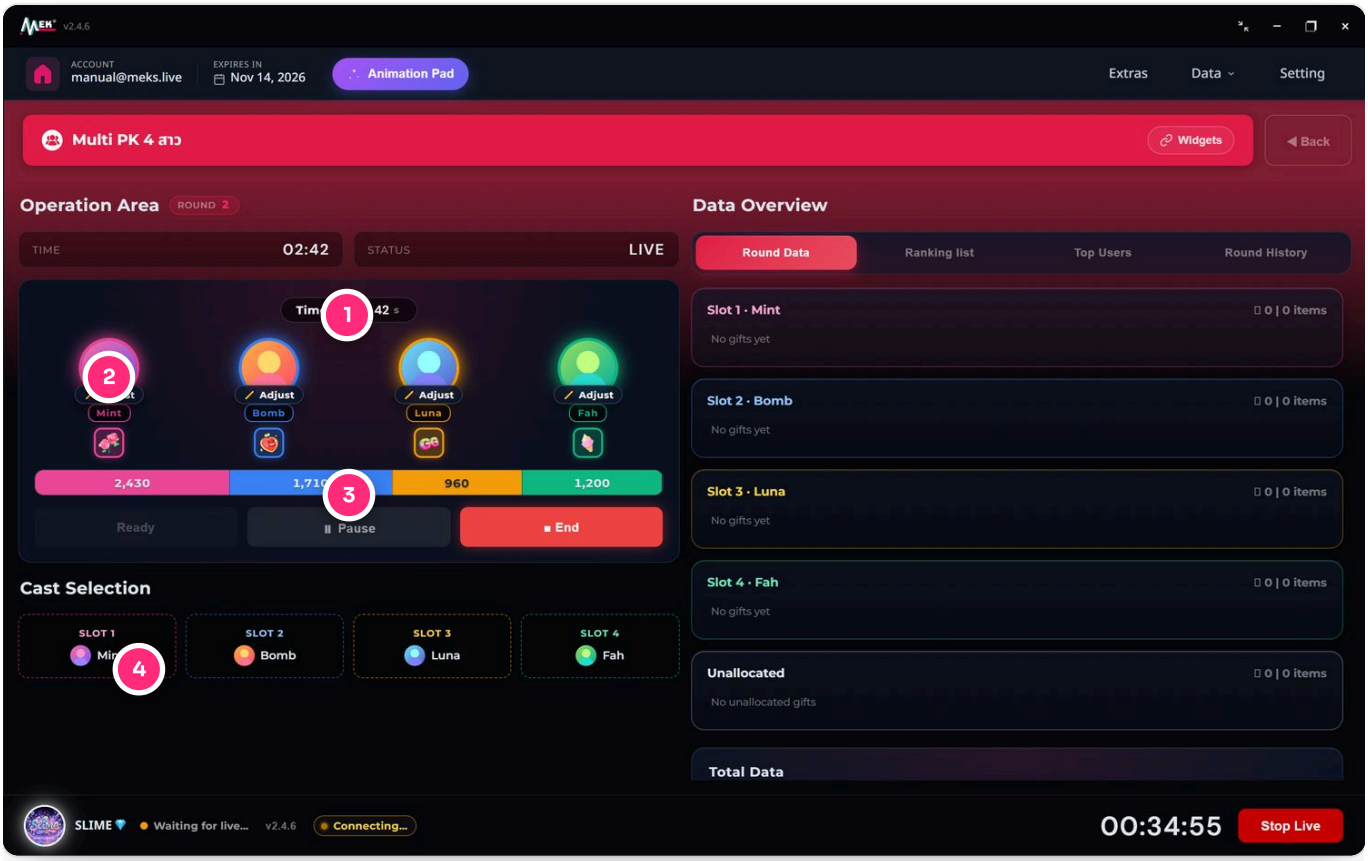
1 Step 1
Set up slots and board style



1. **Slots** Each slot has its own gifts
2. **Colour and delete button** of the slot (this colour is used on the overlay)
3. A slot set to **Off** keeps the gifts it has already received
4. **+ Add slot**
5. **Max Slots**
6. **BLIND** Hides the real scores
7. **Board style: Bars**
8. **Board style: Rings**

> **Name your slots**
> Leave the name blank and it shows “Slot N”. Double-click a slot on the control page to rename it.

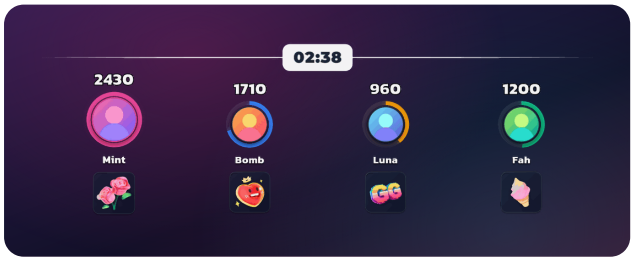
2 Step 2
Control the round



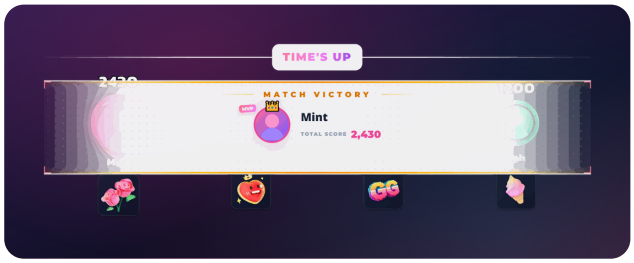
1. **Time** of the round
2. Tap a cast photo to ✎ **Adjust** that slot's score
3. **Total score bar** for all slots
4. **Cast Selection** for each slot

> ✓ **Announcing the winner**
> Press **■ End**. The slot with the highest score wins and the overlay shows a winner banner with confetti.

What viewers see on your live (Rings style)

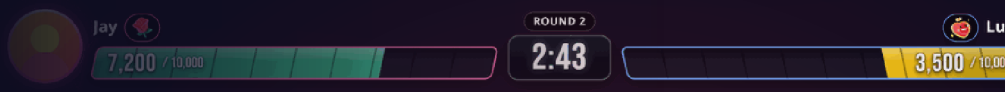


During the battle



Round over

07



1 vs 1 HP bars

HP Battle

Both sides start with the same HP. Coins one side receives damage the other side. 0 HP = K.O. When time runs out, the side with more HP left wins.

In this chapter

01 HP rules

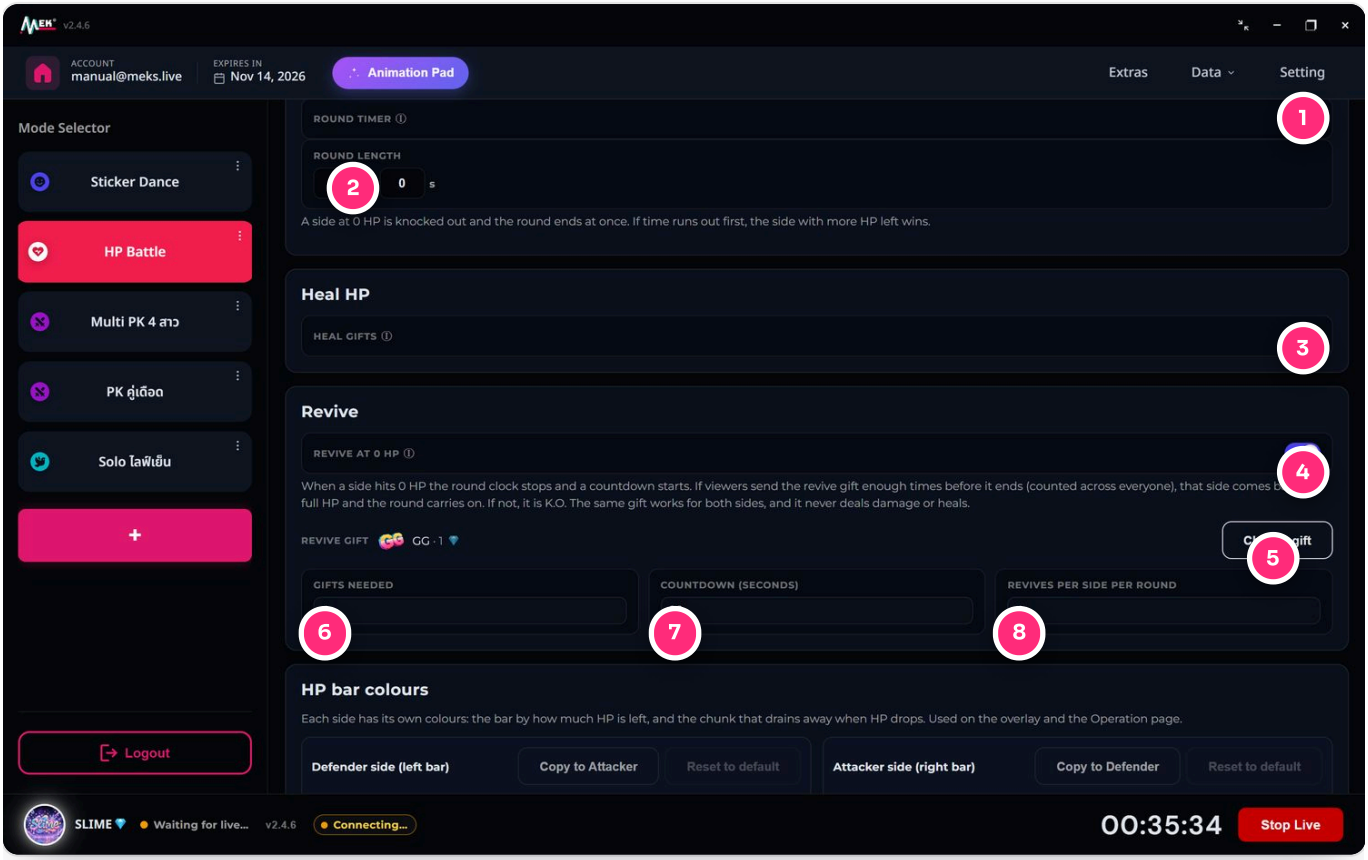
02 Heal and Revive

03 HP bar colours

04 Round control and manual buttons

Create an **HP Battle (1 vs 1)** preset and bind gifts to each side as in PK · **A gift bound to one side damages the other side**

1 Step 1
HP rules, Heal and Revive



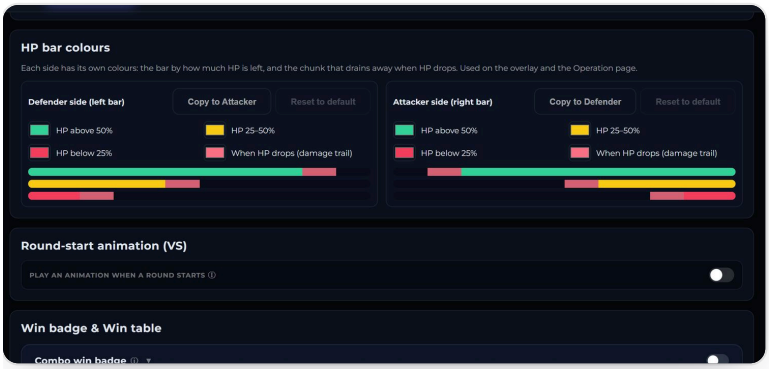
1. **Round timer** Off = the round ends when a side reaches 0 HP or you press End
2. **Round length**
3. **Heal gifts** Gifts that add HP to their own side (no damage to the other side). You can set the HP per gift
4. **Revive at 0 HP** On/off
5. **Choose gift** The revive gift
6. **Gifts needed**
7. **Countdown (seconds)** 5–300
8. **Revives per side per round** 1–10

How Revive works
When one side hits 0 HP, the round pauses and a countdown starts. If viewers send enough revive gifts before time runs out, that side comes back with full HP and play continues. Not enough = K.O. · Starting HP is set in the HP rules section (default 10,000)

2

Step 2

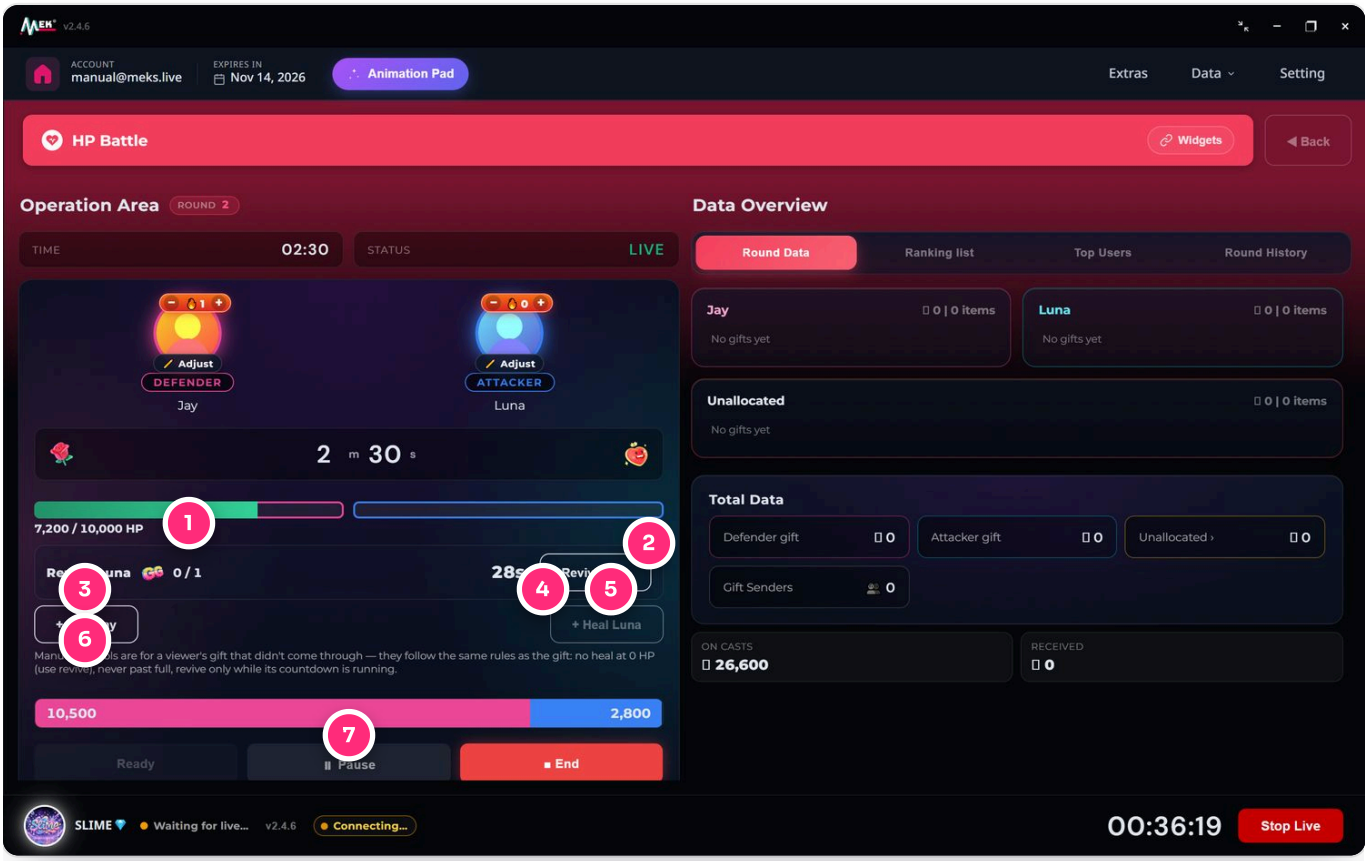
HP bar colours, VS animation and win table



- **HP bar colours** Set colours for each side by HP left (>50%, 25–50%, <25%) and the damage trail colour when HP drops. You can copy them to the other side
- **Round-start animation (VS)** Upload a .webm/.webp file for each side. It plays when you press **Ready** (VS Intro overlay 1080 × 1080)
- **Win badge & Win table** Same as PK mode

Step 3

3 Round control and manual buttons

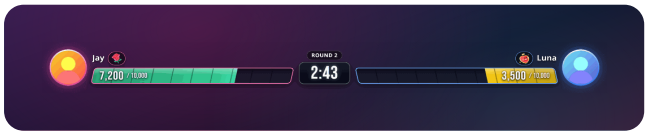


1. **HP bar** and HP number for each side
2. **K.O.** The side that reached 0 HP
3. **Revive** Gifts received / gifts needed
4. **Time left** for the revive
5. **Revive now** Revives right away. Press twice to confirm
6. **+ Heal** Add HP by hand: enter the HP, then click **Apply**
7. **Total coins bar** for both sides

> **When to use the manual buttons**
> Use them when a viewer sent a gift that didn't reach the app. Same rules as real gifts: a side at 0 HP can't be healed (use Revive), HP can't go above full, and pressing twice doesn't count twice.

> **During a revive**
> Pause/Resume can't be used, but you can still end the round · Adjusting scores in the Ranking tab doesn't change the HP bars.

What viewers see on your live (Main Overlay 1280 × 400)



During the battle



Out of HP, revive countdown

08

Sticker Game

Sticker

A sticker board with up to 24 cells. Each cast has an exclusive gift. When a viewer sends a gift, that cast's cell scores and lights up.



In this chapter

01 Pair casts with gifts

02 Set up the board

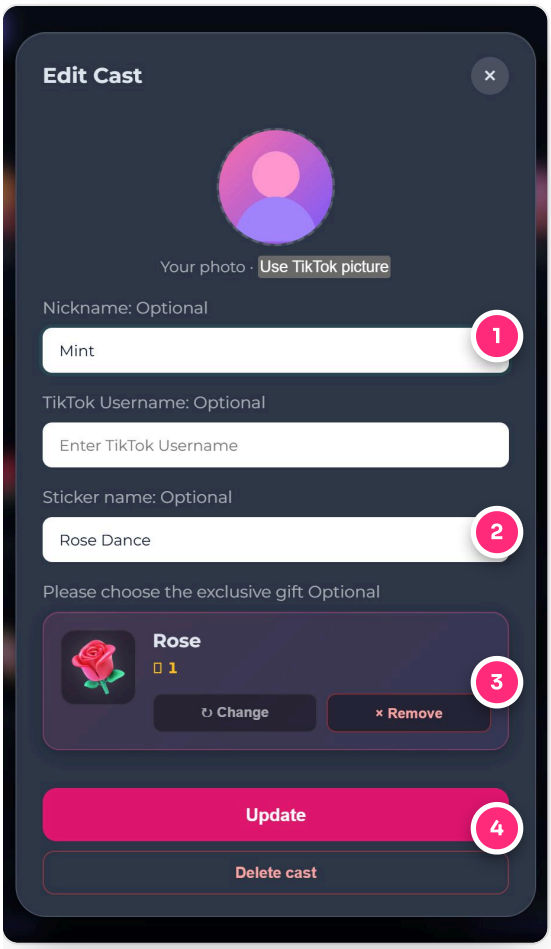
03 Display options

04 Start a round

Step 1

1 Pair casts with gifts and sticker names

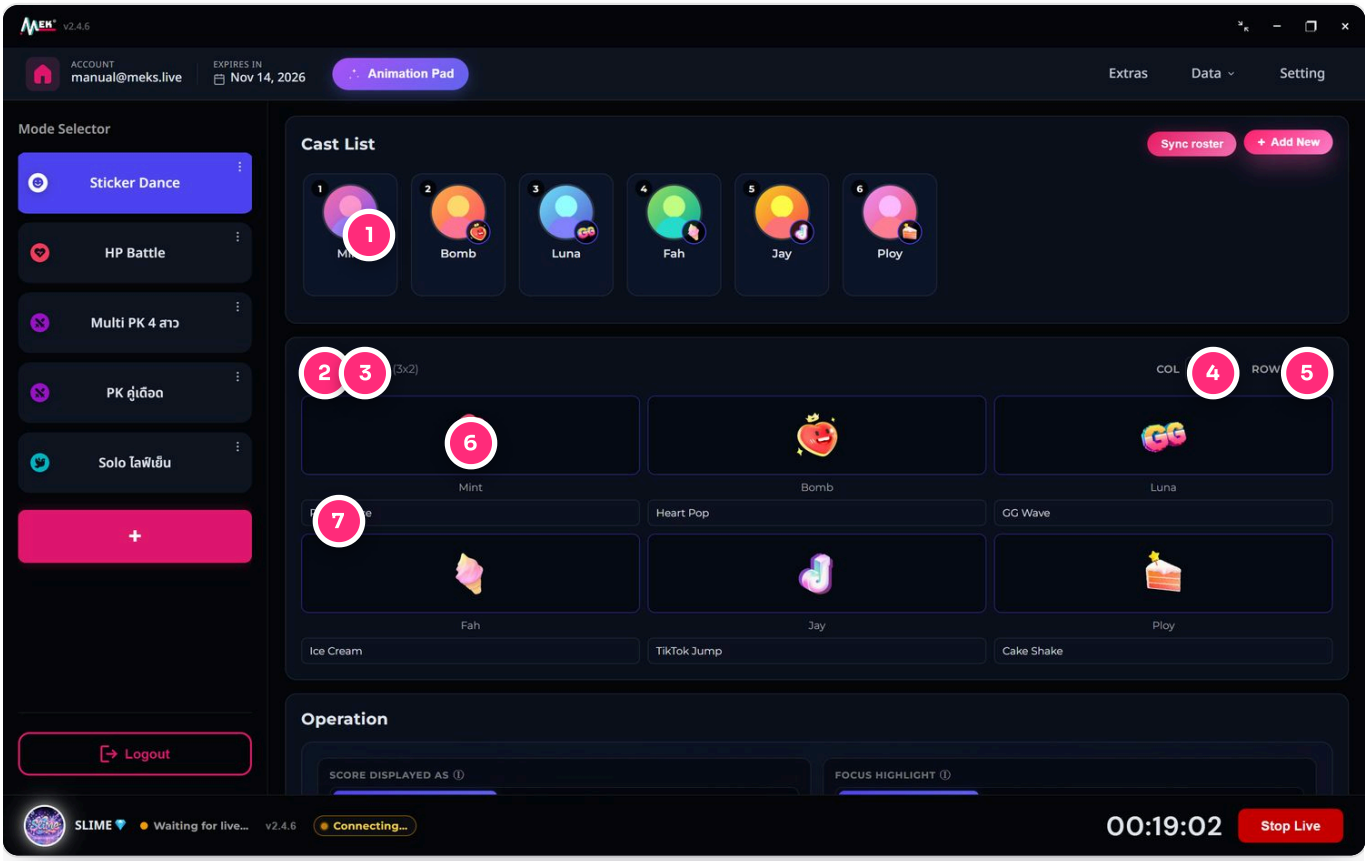
Create a **Sticker Game** preset, then click a cast card to edit it.



1. **Nickname**
2. **Sticker name** The name shown under the cell, for example “Rose Dance”
3. **Exclusive gift** Click **Change** to pick one
4. Click **Update**

> **Shown on the card**
> Paired casts show a gift icon in the bottom-right corner of their photo.

2 Step 2
Set up the board



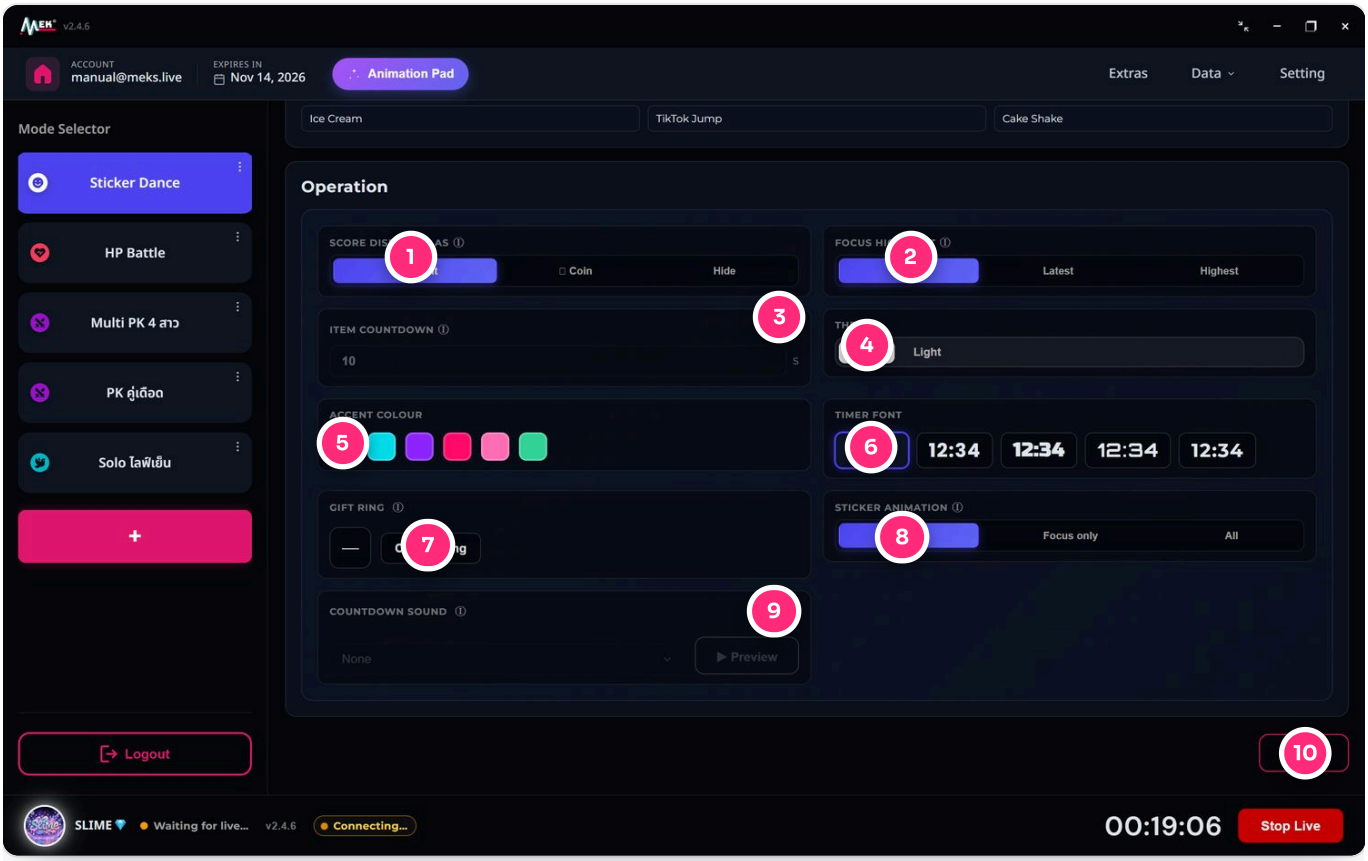
1. The cast's exclusive gift icon
2. **Page** Choose the page you're editing
3. + Add a page (keep several layouts)
4. **Col**
5. **Row**
6. Click a cell or drag a cast onto it to place the cast
7. Sticker name under the cell

> **Only the page on screen**
> Only casts on the page shown on the overlay receive gifts. The page on screen must have casts before you can open the control page.

3

Step 3

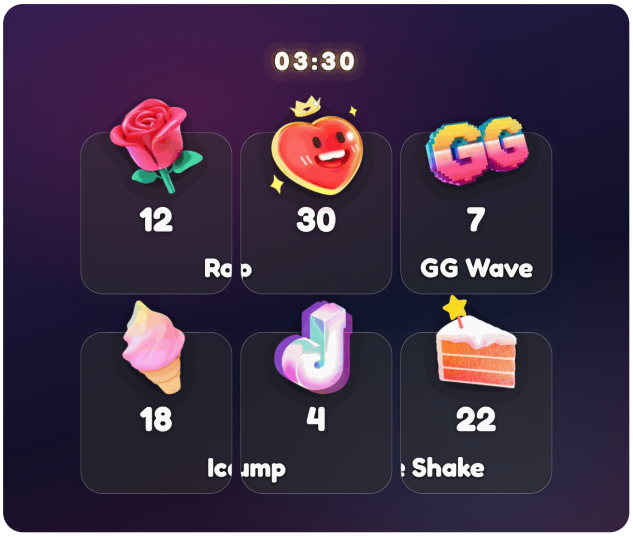
Display options



1. **Score displayed as** ×N count · Coin · Hide
2. **Focus highlight** Off · Latest · Highest
3. **Item countdown**
4. **Theme** Dark / Light
5. **Accent colour**
6. **Timer font**
7. **Gift ring**
8. **Sticker animation** Off · Focus only · All
9. **Countdown sound**
10. **Preview** → **Continue** opens the control page

> On the control page, use **Ready** → **▶ Start** → **■ End** like the other modes. You can set the round time before you start. Each cast has an **Adjust** button to fix the count or coins.

What viewers see on your live



3 × 2 board showing how many times each gift was received

09

Add-on tools

Extras

Add-on tools to make your live more fun, found in the **Extras** menu. Every tool has its own overlay link.



In this chapter

01 Skin (profile border)

02 Special Sticker

03 Top Likers

04 Comment Vote

05 Wheel

06 Card Draw

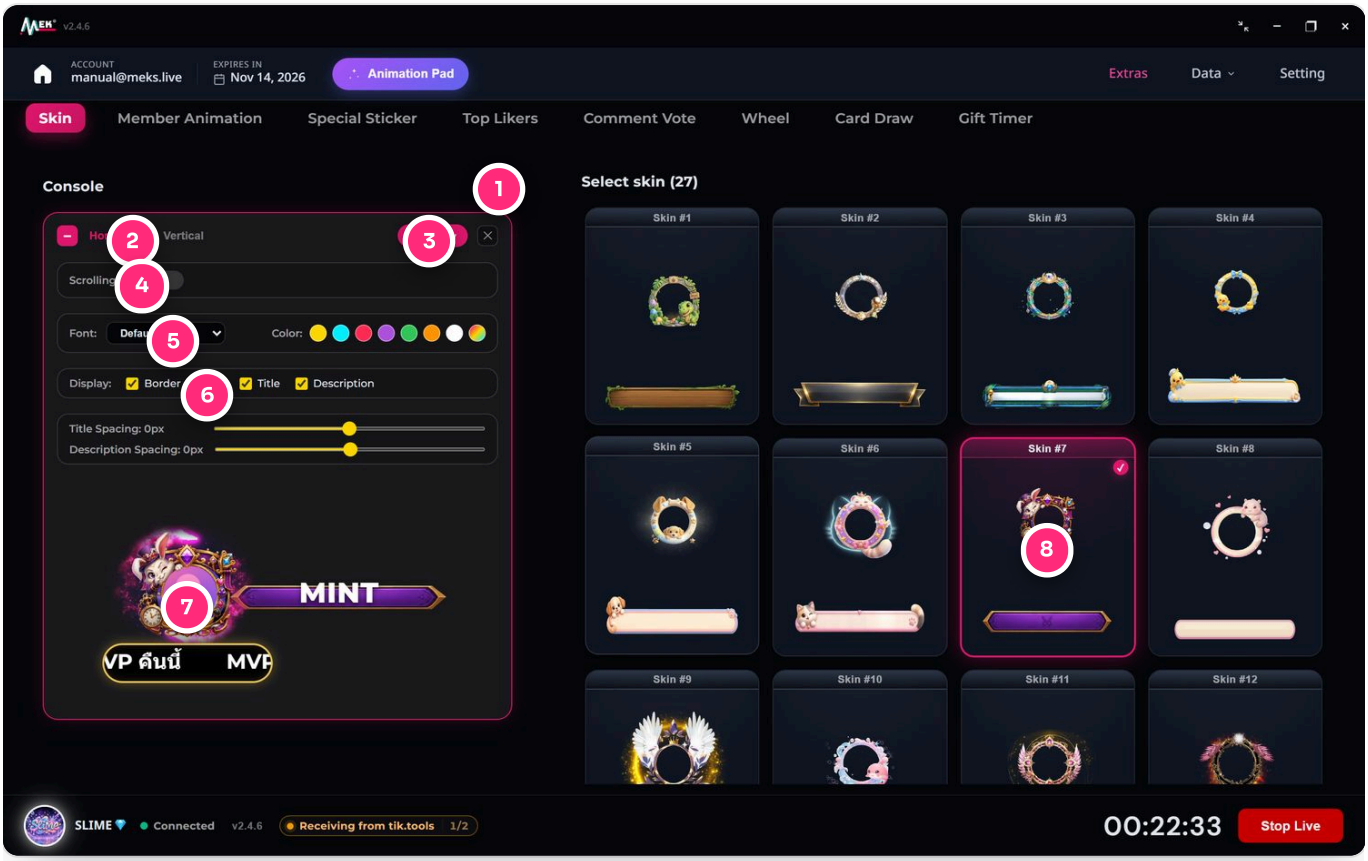
07 Gift Timer

Click **Extras** in the top-right corner. The tabs at the top are the individual tools (the **Member Animation** tab is covered in Chapter 2). Every tool can have several sets. Click a set in the left column to switch.

Step 1

1 Skin · Profile border

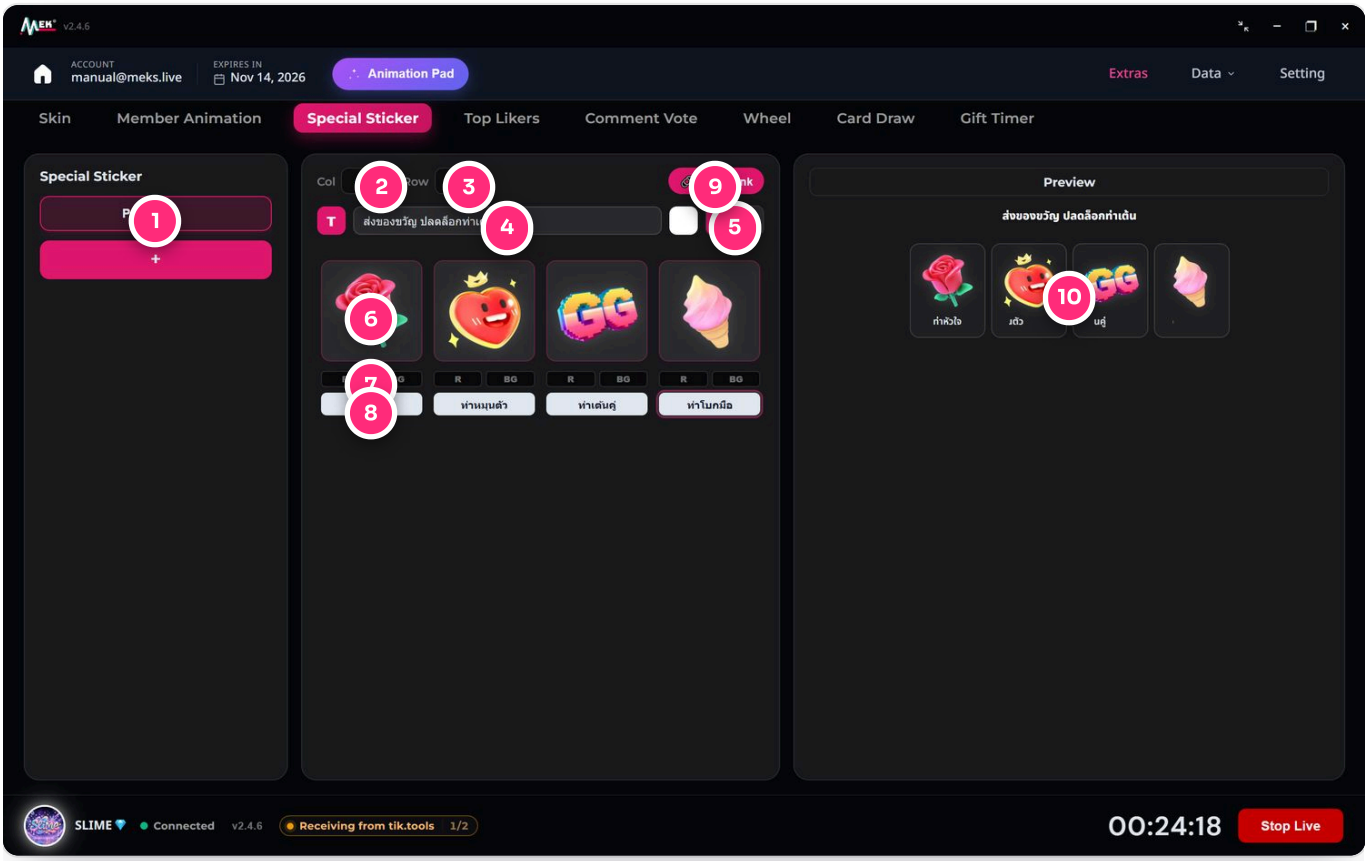
A profile picture border with a name and text, placed on your OBS screen.



1. **+** Add slot (another border)
2. **Horizontal / Vertical**
3. **Copy** This slot's link
4. **Scrolling text**
5. **Font and Color**
6. **Display** Border + Photo · Title · Description
7. Tap the picture to upload a profile photo. Tap the text to edit the name
8. **Select skin** 27 designs

2 Step 2 Special Sticker

A gift grid. When someone sends the gift in a cell, that cell plays an animation. Great for showing viewers “send this, get that”.



1. **Sticker sets** You can create several
2. **Col**
3. **Row**
4. **Title** Shown on the overlay, with a title colour
5. **H / V** Order by row or by column
6. Click a cell to pick a gift
7. **R / BG** Decorate the ring and background of the cell
8. **Text** under the cell
9. Copy Link
10. **Preview**

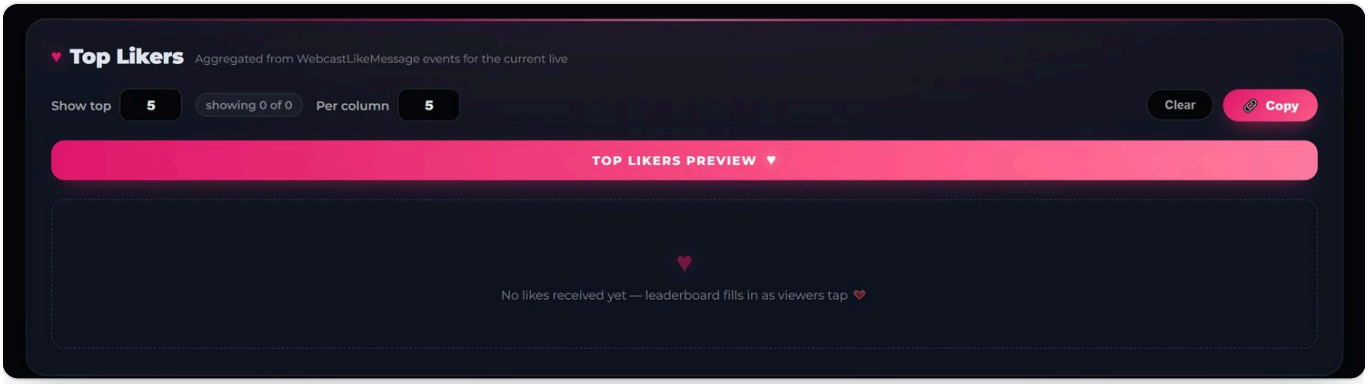
> **Bind your channel first**
> Bind your TikTok channel in the bottom bar before you can pick gifts.

3

Step 3

Top Likers

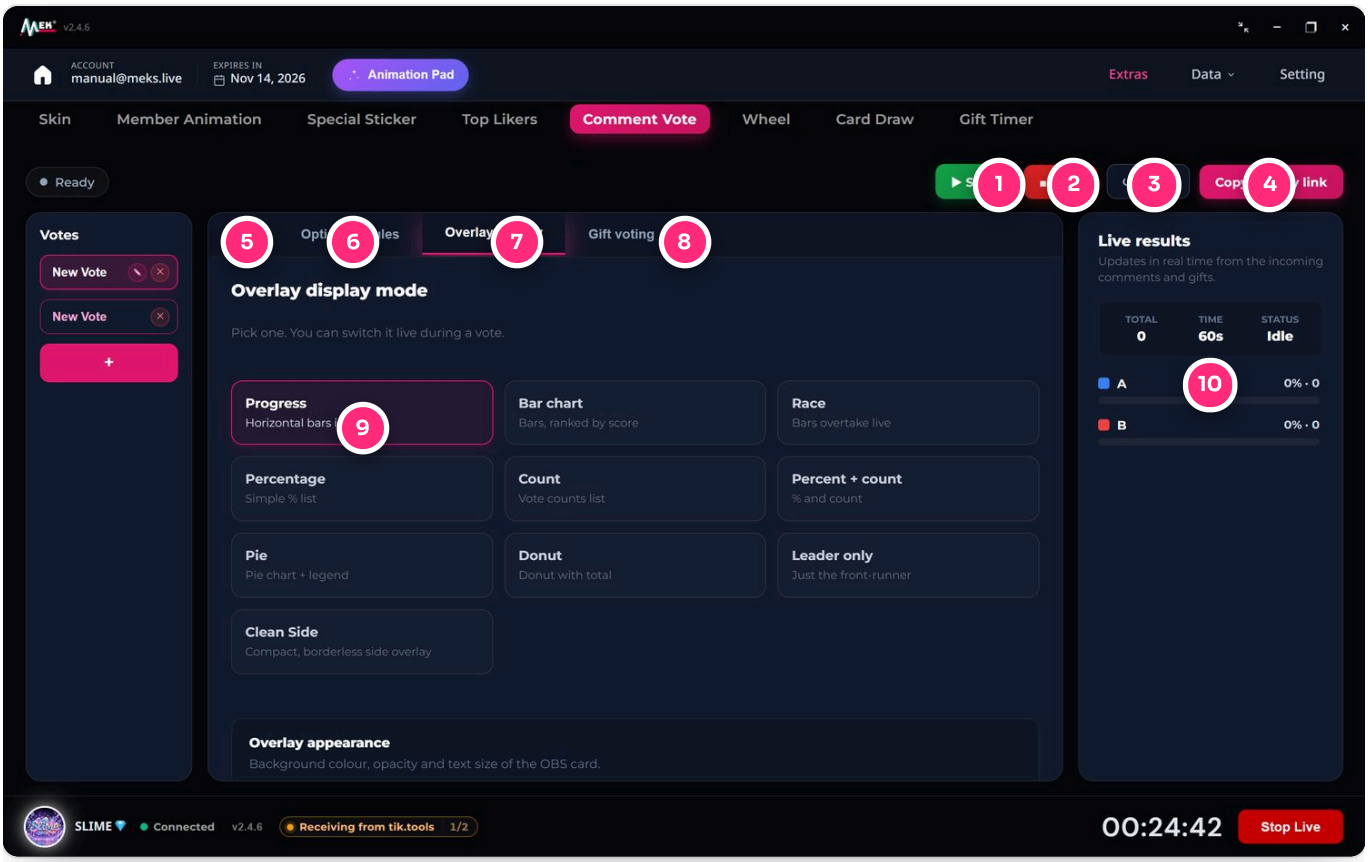
A leaderboard of the people who tapped like the most in this live, using real like counts.



- **Show top** How many people on the board, and **Per column**
- **Edit ring / Edit background** Decoration
- **Clear** Start counting again · **Copy Overlay**

4 Step 4 Comment Vote

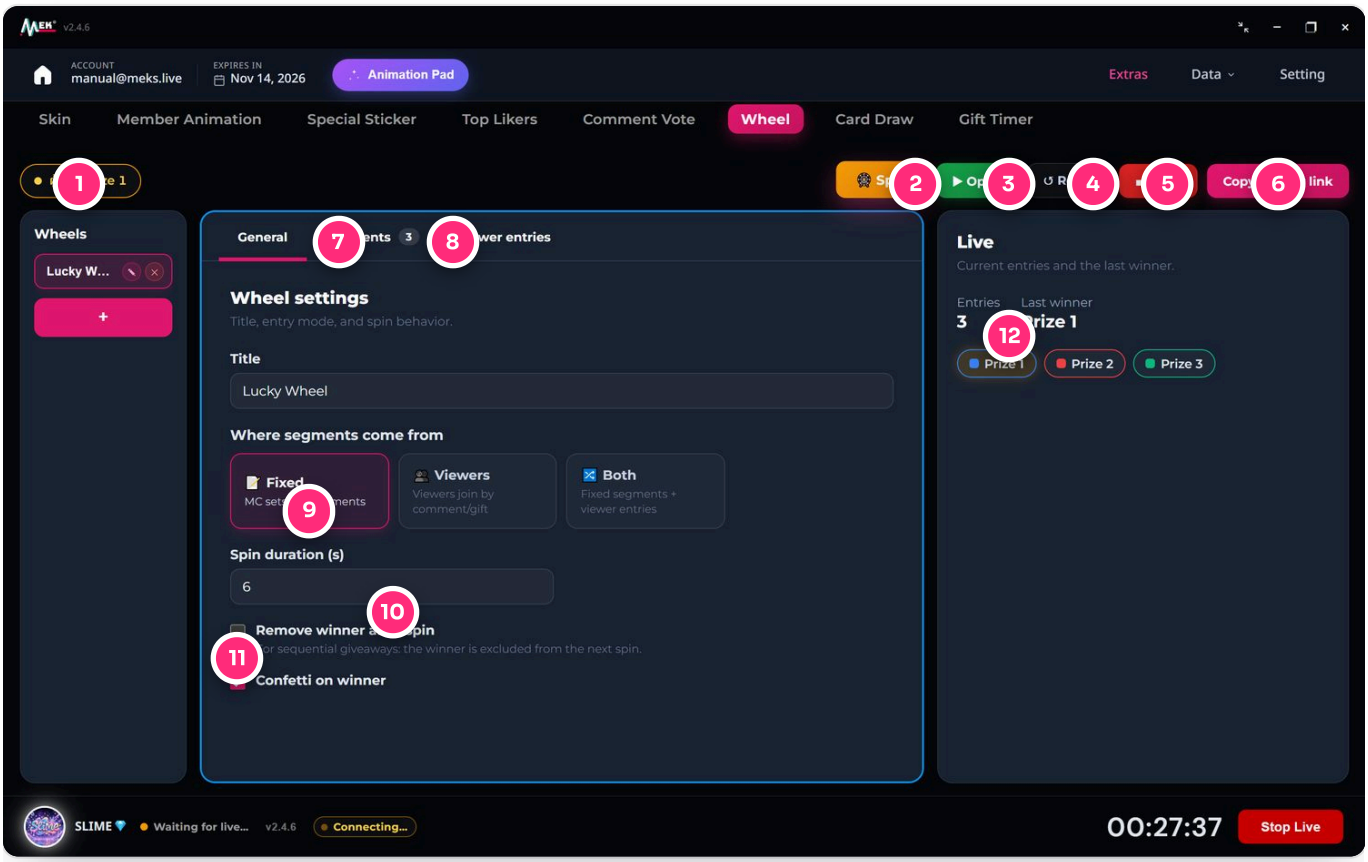
Let viewers vote with comments or gifts, with live results on screen.



1. ▶ Start Opens voting
2. ■ Stop
3. ↺ Reset
4. Copy overlay link
5. **Info** Title, description
6. **Options & rules** How to vote (keyword, prefix, emoji, number), cooldown, duration, end when a target is reached
7. **Overlay display**
8. **Gift voting** Bind gifts to count as votes
9. 10 styles, such as Progress, Bar chart, Race and Pie
10. **Live results**

5 Step 5 Wheel

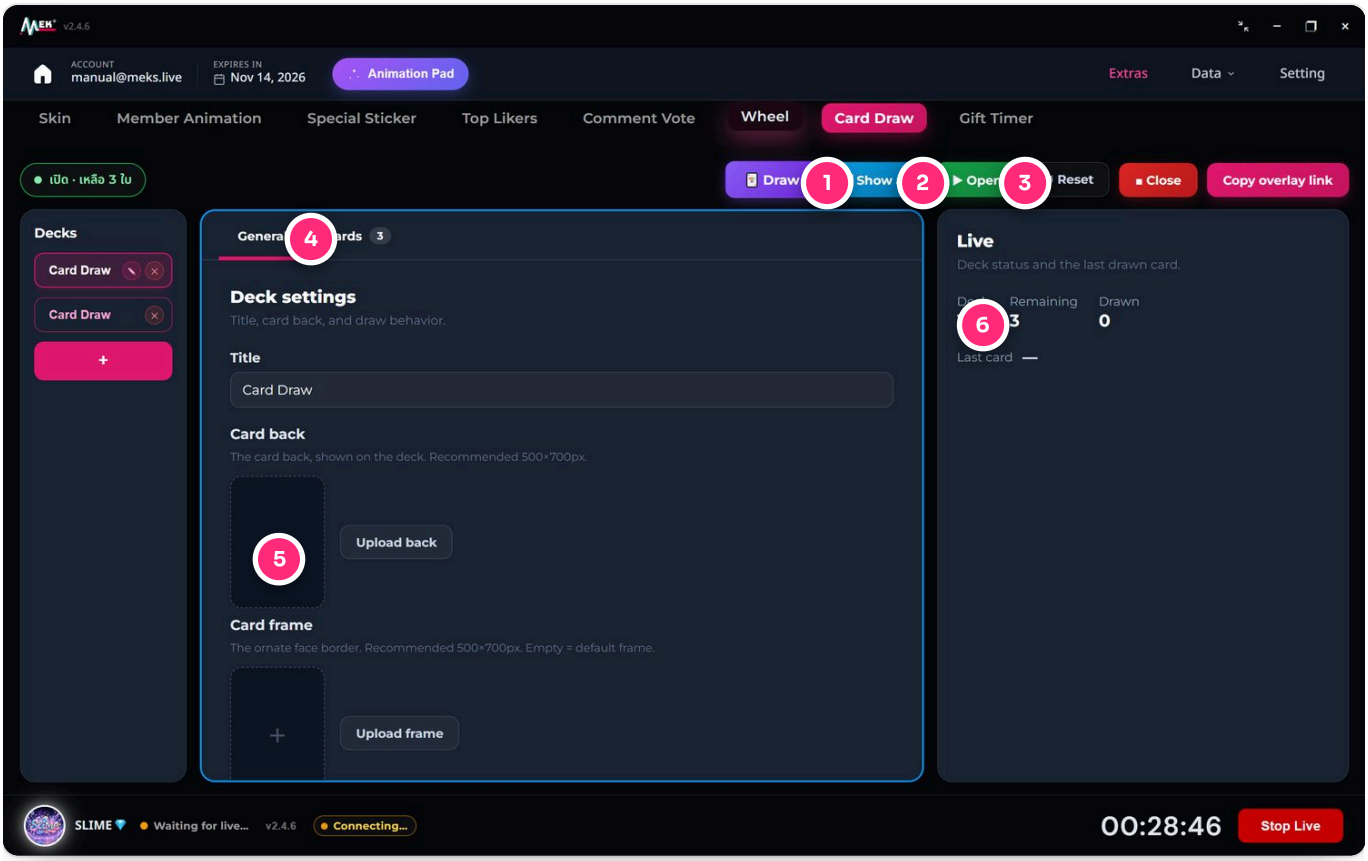
A wheel that picks a random prize, or a random viewer who commented a keyword.



1. **Last winner**
2. **Spin**
3. **▶ Open** Lets viewers join
4. **↺ Reset**
5. **■ Close**
6. **Copy overlay link**
7. **Segments** Label, colour, odds
8. **Viewer entries** Keyword, gift, maximum entries
9. **Where segments come from** Fixed · Viewers · Both
10. **Spin duration (s)**
11. **Remove winner after spin** / confetti
12. **Live**

6 Step 6 Card Draw

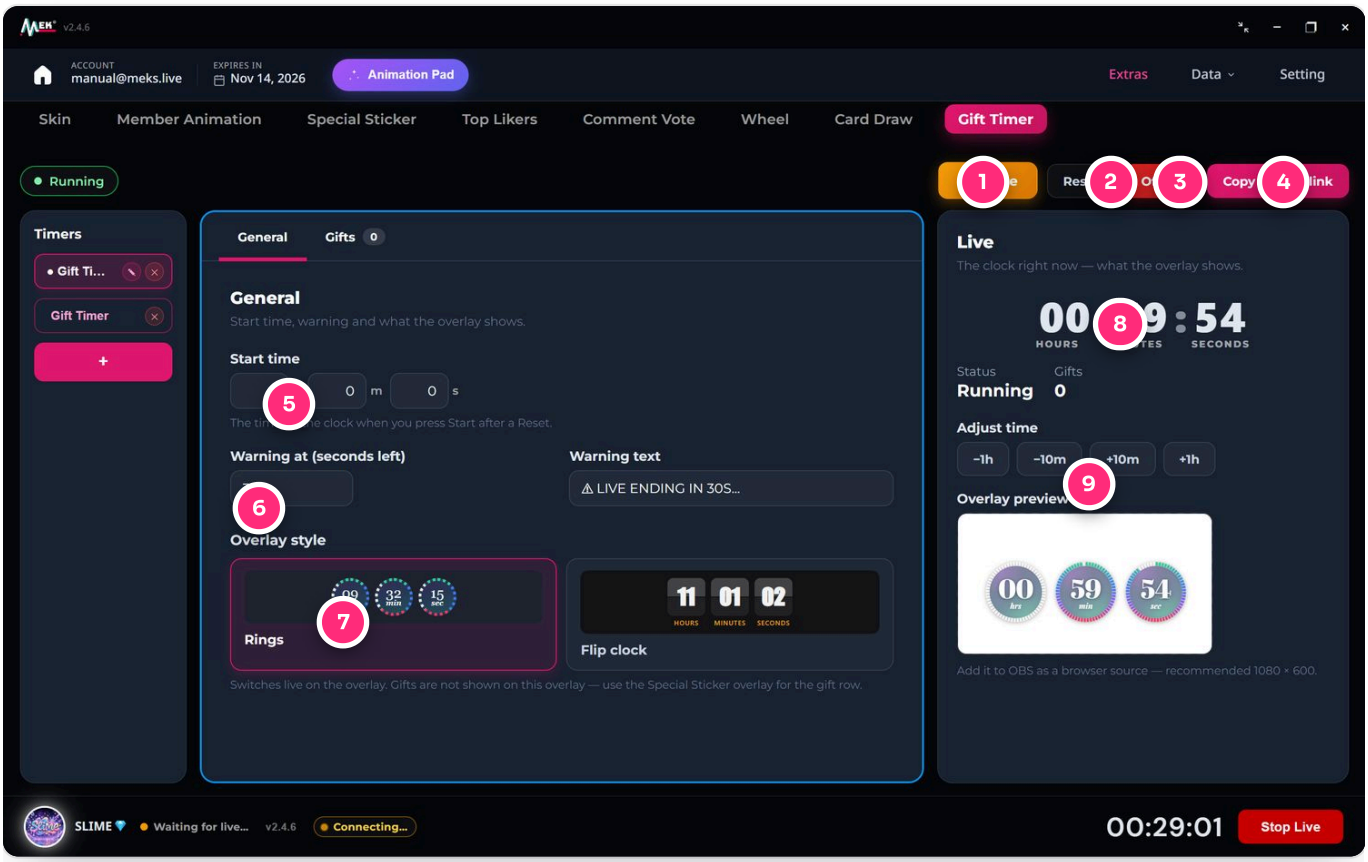
A deck of cards the MC draws live on screen. The card flips, stays for a moment, then flies away by itself.



1. **Draw** Draws 1 card
2. **Show all** Lays out the faces of all cards
3. **▶ Open** The deck flies onto the screen · **↺ Reset** · **■ Close**
4. **Cards** Add cards with a face image, title, description and odds
5. **Card back / Card frame** Upload images at 500 × 700
6. **Live** Cards left and the last card drawn

7 Step 7
Gift Timer · Gift-powered countdown

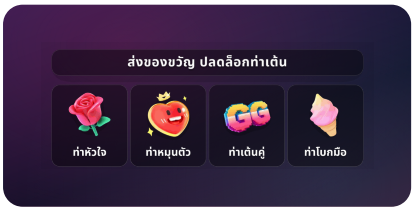
A subathon-style countdown clock. Gifts can add time, cut time or stop the clock.



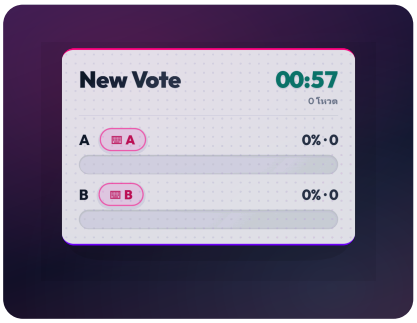
1. **Pause** / **Start**
2. **Reset**
3. **Off air**
4. **Copy overlay link** Recommended size 1080 × 600
5. **Start time**
6. **Warning at (seconds left)** and the warning text
7. **Overlay style** Rings or Flip clock
8. **The clock right now** Matches what the overlay shows
9. **Adjust time** −1h · −10m · +10m · +1h

> **Set up gifts**
> The **Gifts** tab binds gifts to an action: Add time, Cut time or Stop time × number of gifts.

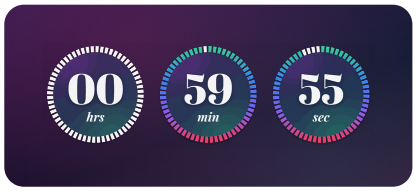
Examples on your live



Special Sticker



Comment Vote



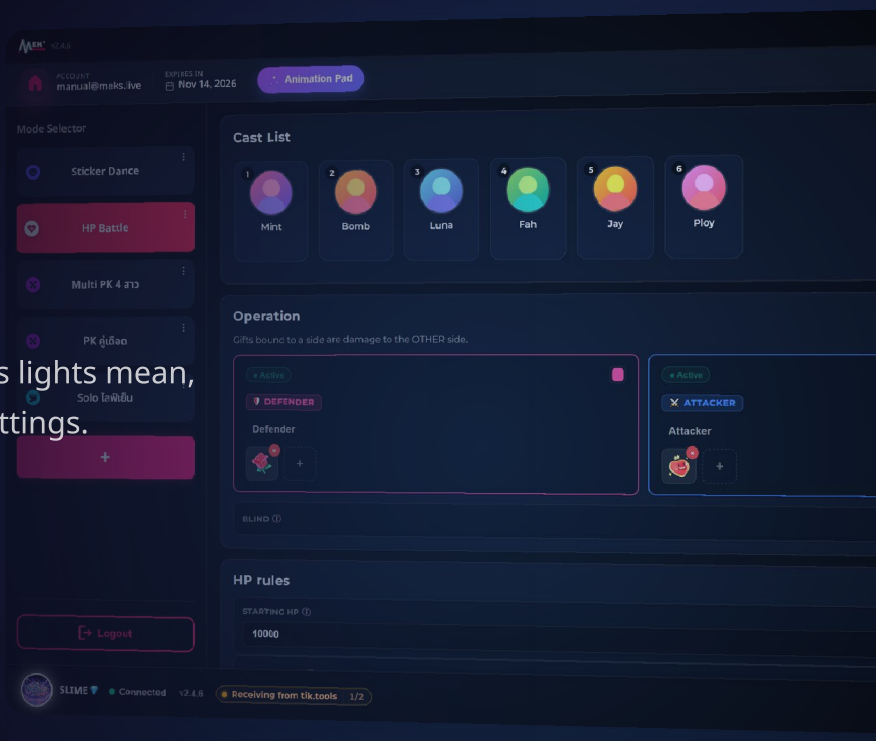
Gift Timer

10

App map

Main Screen & Status

The parts of the screen, what the status lights mean, starting/stopping a live, reports and settings.



In this chapter

01 Parts of the screen

02 Bottom bar and status lights

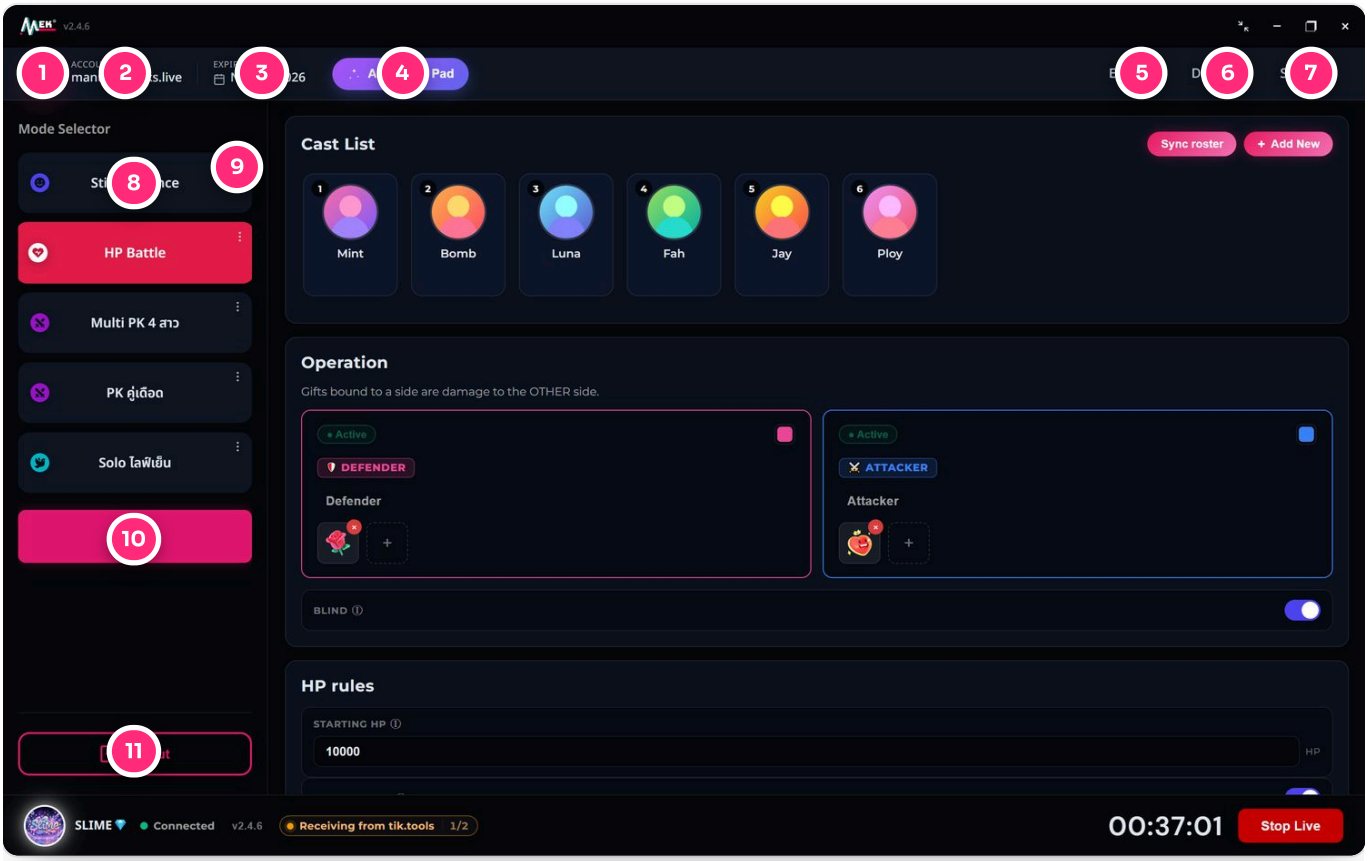
03 Start / Stop / Continue

04 Data Report

05 Settings

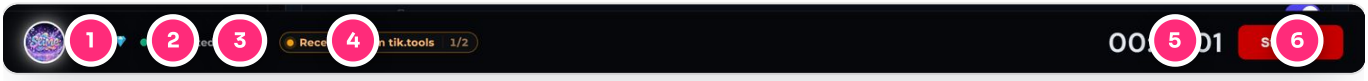
06 Updates and live recovery

1 Step 1
Parts of the screen



1. **Home**
2. **Account** you're logged in with
3. **Expires in** Your package's expiry
4. **Animation Pad** (Chapter 3)
5. **Extras** Add-on tools (Chapter 9)
6. **Data** Sync · Export (reports) · Logs
7. **Setting**
8. **Preset list** Click to open
9. : Rename · Duplicate · Delete
10. + Add preset
11. **Logout**

2 Step 2
Bottom bar and status lights



1. **TikTok channel** you bound
2. **TikTok status dot**
3. **Version** Click to see “What's new”
4. **Data sources** The app receives data from 2 sources for stability. Hover to see details
5. **Collection time** for this live
6. **Start Live** / **Stop Live** / **Continue**

What the statuses mean

Status	Meaning	What to do
🟢 **Connected**	Collecting gifts	—
🟡 **Waiting for live...**	The channel hasn't gone live yet. The app checks again every 30 seconds	Go live on TikTok and wait
🟡 **Reconnecting**	The connection dropped for a moment	Wait, the app reconnects by itself
🔴 **Disconnected**	Start Live hasn't been clicked yet, or it was stopped	Click **Start Live**
Receiving from both	Getting data from both sources, full backup	—
Receiving from ...	Using one source, still collecting normally	Nothing to do

Start · Stop · Continue

Start Live

Starts collecting data from your channel. You must press it before using the round controls in any mode.

Stop Live

Ends any open round, stops collecting and resets the timer to 00:00:00. Use it every time you finish a live.

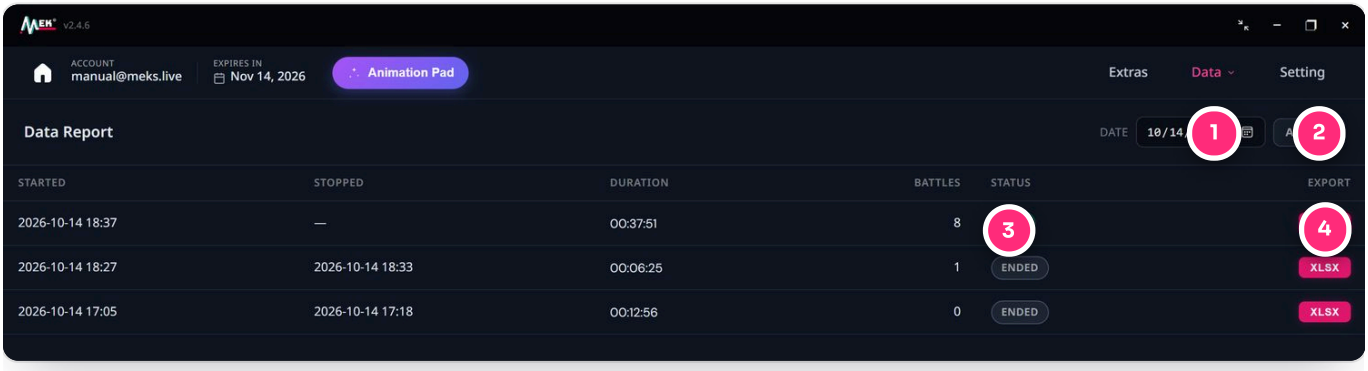
Continue

Appears when you reopen the app and a previous live is still open. Click it to keep collecting in that same live.

Step 3

3 Data Report

Menu **Data** → **Export** lists all your past lives, with Excel downloads.

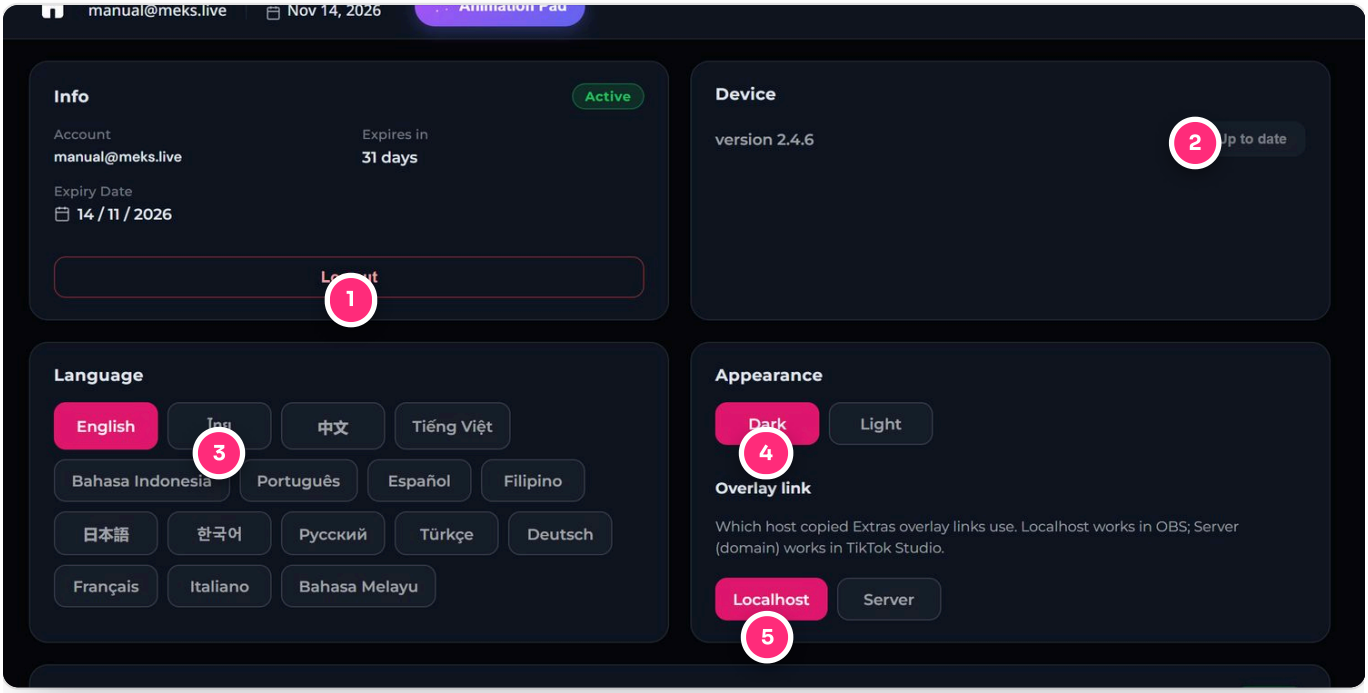


1. **Date** Pick a day
2. **All dates** Show everything
3. **Status** LIVE or ENDED
4. **XLSX** Downloads the details of that live (participants, scores, gift list)

4

Step 4

Settings



1. **Account** Expiry date and log out button
2. **Device** Version and update button
3. **Language** 16 languages
4. **Appearance** Dark / Light (applies to the app only, overlays use their own skins)
5. **Overlay link** Localhost or Server (see the Appendix)

Updates and live recovery

Automatic updates

When a new version is out and you're not live, the app downloads and installs it by itself. If you're live, it waits until the next time you open the app. Required updates must be installed before you can use the app.

App closed during a live

If the power went out or you closed the window without clicking Stop Live, the app checks with TikTok when you reopen it and restores your round and scores. If it can't confirm the channel, it holds the live for you to click `Continue`.

Finishing a live properly

Press `■ End` on the last round, then always click `Stop Live`. Just closing the window doesn't end the live.

11

OBS · Troubleshooting · Glossary

Appendix

How to add overlay links in OBS and TikTok Live Studio, overlay sizes, common problems and a glossary.

In this chapter

01 Add an overlay in OBS

02 TikTok Live Studio and Server mode

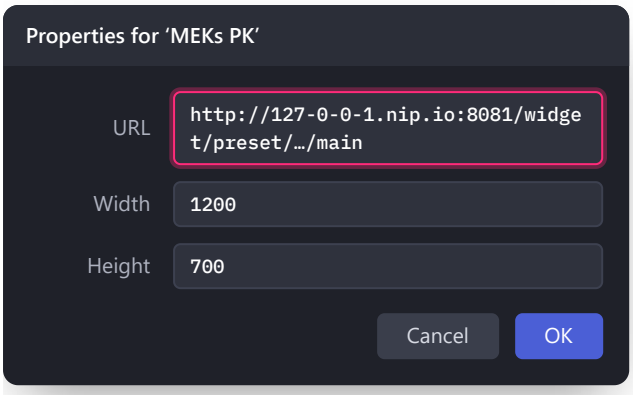
03 All overlay sizes

04 Troubleshooting

05 Glossary

Step 1

1 Add an overlay in OBS



1. In MEKs, click the copy-link button of the overlay you want (**Widgets** on the control page, or the copy button in an Extras tab)
2. In OBS, under **Sources**, click **+** → choose **Browser** → give it a name → OK
3. Paste the link into the **URL** box
4. Set **Width / Height** to the size in the table below
5. Click **OK**, then drag it into place in your scene

✓ **Transparent background**
Every overlay has a transparent background, so you can place it over your camera right away. No extra CSS needed.

Localhost or Server

Localhost (default)

Link `http://127-0-0-1.nip.io:8081/…` works in both OBS and TikTok Live Studio on the **same computer as MEKs**. An internet connection is required.

Server

Link `https://stream.meks-live.com/…?room=…` for when OBS is on a different computer or network. Switch it in **Setting** → **Overlay link**, then copy the new link.

Recommended overlay sizes

Mode / Tool	Overlay	Width × Height
Solo	Main Overlay · Ranking	1200 × 700 · 500 × 800
Solo	Punishment Animation · Manual Countdown	1080 × 1920 · 1080 × 1080
PK / Multi PK	Main Overlay · Win Table · PK Scene	1200 × 700 · 500 × 800 · 1080 × 1080
HP Battle	Main Overlay · VS Intro	1280 × 400 · 1080 × 1080
Member Animation	Frame · Sprite	500 × 500 · 1000 × 1000
Gift Timer	Clock	1080 × 600

Common problems

I clicked Start Live and it says “Waiting for live...”

The channel hasn't gone live on TikTok yet, or the channel name is wrong. Go live and wait a moment. The app checks again every 30 seconds.

The Start button on the control page doesn't work

You need to click `Start Live` in the bottom bar first, and there must be casts in the queue/slots.

Gifts don't go to a side and end up in Unallocated

The gift isn't bound to any side, or it was sent before the round started or after it ended. You can move it yourself from the Data Overview.

The overlay in OBS shows nothing

Check that you pasted the full link, the size is right and the right link mode is selected (Localhost for OBS on the same computer). Try right-clicking the source → Refresh.

An animation in Animation Pad won't play

The file may be HEVC/ProRes. Convert it to H.264 or webm.

Logging in is slow after opening the app

If the app was closed during a live last time, it first checks any open lives (about 5 seconds per live). This is normal.

Glossary

Term	Meaning
Preset	A saved set of settings for one mode. You can create several
Cast	An idol or co-host who receives points
Slot / Side	A player spot in PK, Multi PK and HP
Exclusive gift	A gift bound to a cast or side. Sending it = points go to that person
Unallocated	Gifts that haven't gone to any cast yet
Overlay / Widget	A transparent web page added to OBS to show things on your live
Browser source	The OBS source type used to open overlay links
Cooldown	How long to wait before something happens again for the same person



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