MUTEØMATIC STUDIO

USER MANUAL



SoundRadix

break free.

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SYSTEM REQUIREMENTS

MuteØmatic Studio

macOS:

- 64-bit Intel Core CPU or Apple silicon chip
- 8 GB RAM or higher
- macOS 10.14 or higher
- Local Network Connectivity
- iLok License Manager 6.0 or newer

Windows:

- 64-bit Intel Core or AMD CPU
- 8 GB RAM or higher
- Windows 10 or higher
- Local Network Connectivity
- iLok License Manager 6.0 or newer

Plug-in Formats:

- AAX
- Audio Unit
- VST3

MuteØmatic Mobile

iOS:

- iOS 15 or newer
- Same Local Network Connectivity as MuteØmatic Studio

Android:

- Android 10 or newer
- Same Local Network Connectivity as MuteØmatic Studio

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INSTALLATION & AUTHORIZATION

To use MuteØmatic Studio, you'll need a free iLok account and the iLok License Manager application. An iLok USB device is not required to use MuteØmatic Studio.

To create an iLok account and download the iLok License Manager, please visit https://www.ilok.com/

Download and Activate

- Log in to your account at https://www.soundradix.com/account/login/
- Enter your license redeem code in the "New License Activation" box, then click "Redeem."
- Enter your iLok Account User ID and email address, then click "Redeem."

MuteØmatic Studio will now appear in the "My Products" section of your Sound Radix account.

The license will be deposited in your iLok account and you'll find it in the "Available" tab of the iLok License Manager app. From there, it can be used to authorize the plug-in in one of two ways:

iLok USB Device

Pros:

- If you work on multiple machines, it allows you to easily migrate licenses from one machine to another.
- For freelancers who travel to different studios, you can have an assistant engineer install the plug-in before you arrive, but you don't have to provide them with your login credentials to authorize the software. You just bring the key with you.
- When upgrading machines, there is no need to deactivate licenses.

Cons:

- Requires the "dongle" to be connected in order to use the software, which requires an available USB port.
- An iLok USB device can be lost or stolen.

Host Drive Authorization

Pros:

- Free (doesn't require the purchase of an iLok USB device).
- Opens up a USB slot, or in the case of many modern laptops which don't have USB slots, prevents the need for USB adapters or hubs.
- Perfect solution for those using a single computer.

Cons:

- A single license must be deactivated on one machine in order to be activated on another. This requires returning the license to your account's "license cloud" through the iLok License Manager.
- When traveling to different studios, an additional step is required upon your arrival.
- Authorizations can be compromised in the event of a hard drive or machine failure.

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It is important to note that regardless of which method is used, a single license can only be used on one machine at a time. If you wish to use MuteØmatic Studio on multiple workstations simultaneously, additional licenses must be purchased. Also worth noting, if a MuteØmatic Studio license is activated on a host drive, it can later be transferred to an iLok USB device associated with the same iLok account at no charge.

Installation

Download and install the MuteØmatic Studio installer. Run the application and follow its on-screen instructions. Please note that you may need administrator permissions and password to install MuteØmatic Studio. When the installation is complete, quit the installer.

Prior to the first DAW launch after installation, your MuteØmatic Studio license can be activated to your host drive or iLok USB device through the iLok License Manager. If this has not been done, you will be prompted to activate the plug-in during your DAW's startup sequence. You will need to enter your iLok Account credentials, so please have them handy when using this authorization method.

Mobile App Installation

On mobile devices such as iPhones, Samsung Galaxy and Pixel devices the mobile apps are installed using Apple's App Store or Google Play.

More details available at https://muteomatic.soundradix.com

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OVERVIEW

MuteØmatic Studio takes the familiar automatic talkback control of the original MuteØmatic and builds it into a complete studio communication system, with flexible routing, cue mixes, voice leveling, and mobile connectivity - Enter MuteØmatic Studio.

Set up your talkback mics, choose who hears whom, and let the transport handle the muting. Whether you're recording a vocalist or running a full-band session with multiple headphone mixes, everything stays where you need it.

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GENERAL OPERATION

Every instance of the plug-in, and every phone running the mobile app, is a **client** in a **session**. A client has one of two roles:

- **Talkback**: a microphone input. Its audio is sent to the cue mixes you select, and it is muted or opened according to the transport and your push-to-talk actions.
- **CueMix**: a track, aux or bus feeding an artist's headphones. It receives the talkbacks aimed at it and mixes them into its own signal, dimming the program while someone talks.

The plug-in accepts mono or stereo tracks. A talkback sends its left (first) channel.

Clients find each other through **MuteØmatic Server**, a small background app installed with the plug-in. It relays messages and audio between clients on the same local network. The first plug-in instance you open launches the server automatically, so in the common case of one DAW you never see it.

> **All devices must be on the same local network.** Every computer running the plug-in and every phone or tablet running the app has to be on the studio's local network. Phones must be on the studio Wi-Fi, not on cellular data or a guest network.

Admin: Each session has one admin device: the session's host machine, where MuteØmatic Server runs. The admin can admit other clients and has full control over every client.

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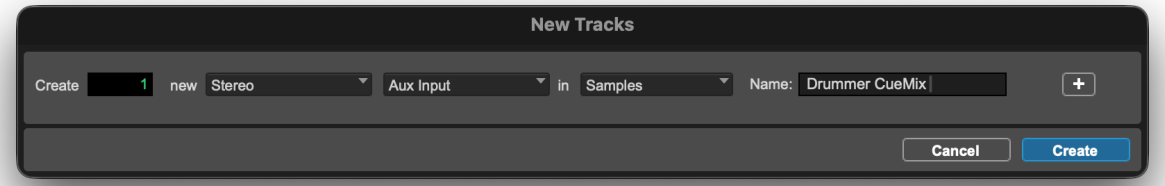
QUICK START

Setup MuteØmatic session for:

PRO TOOLS

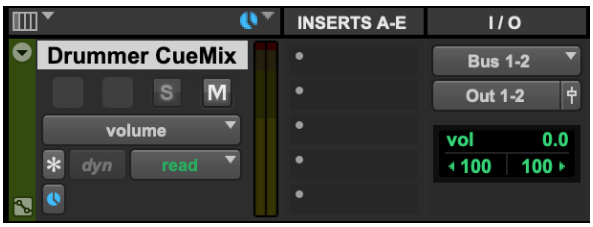
1. Headphone Cue Mixes

- For every physical headphone send, create a **Stereo Aux Input** track (**Cmd+Shift+N** on Mac / **Ctrl+Shift+N** on Windows).

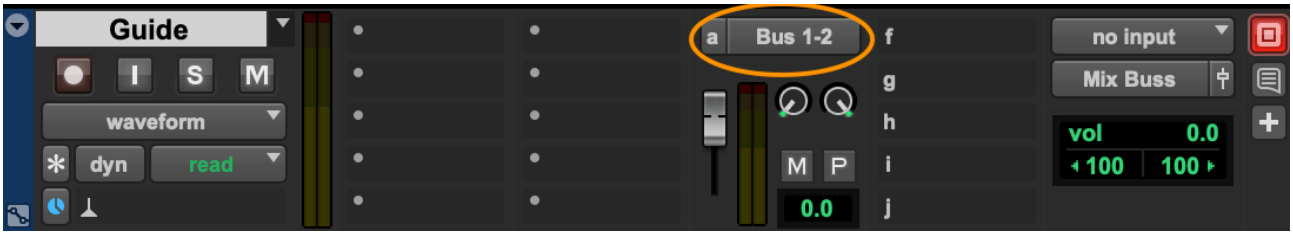


CREATING A STEREO AUX INPUT TRACK FOR A CUE MIX

- Set each Aux's input to an internal bus, and its output to the physical output that feeds that headphone amp.



- Create sends on your session tracks to feed each Aux, and set the headphone balance for every musician.



A TRACK'S SEND TO THE CUE MIX BUS

- Insert MuteØmatic Studio on every headphone Aux. In the plug-in setup window, set each instance to **CueMix** mode.

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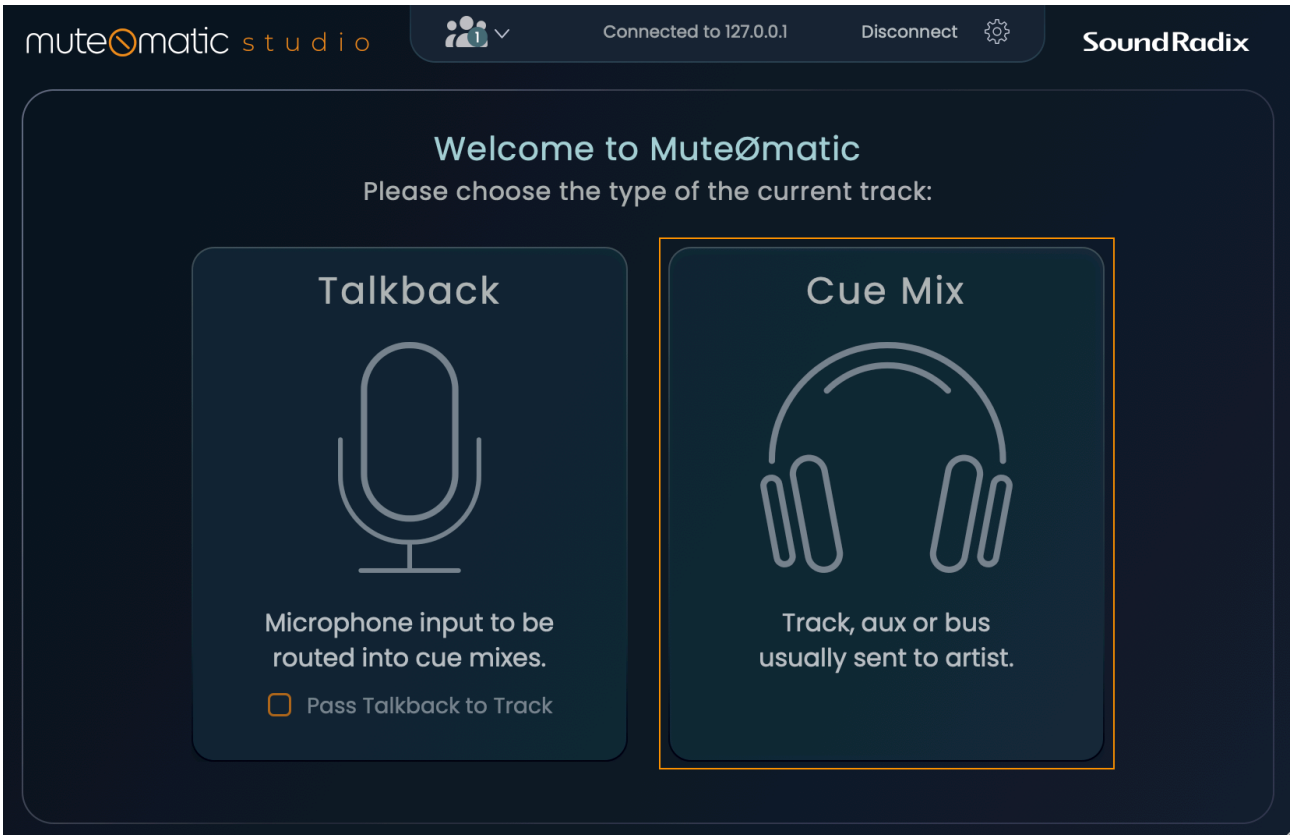

SETTING THE PLUG-IN TO CUEMIX MODE

2. Talkback Mics

- Create an audio track for each talkback mic (control room, live room, or station mics), insert MuteØmatic Studio, and set it to **Talkback** mode.

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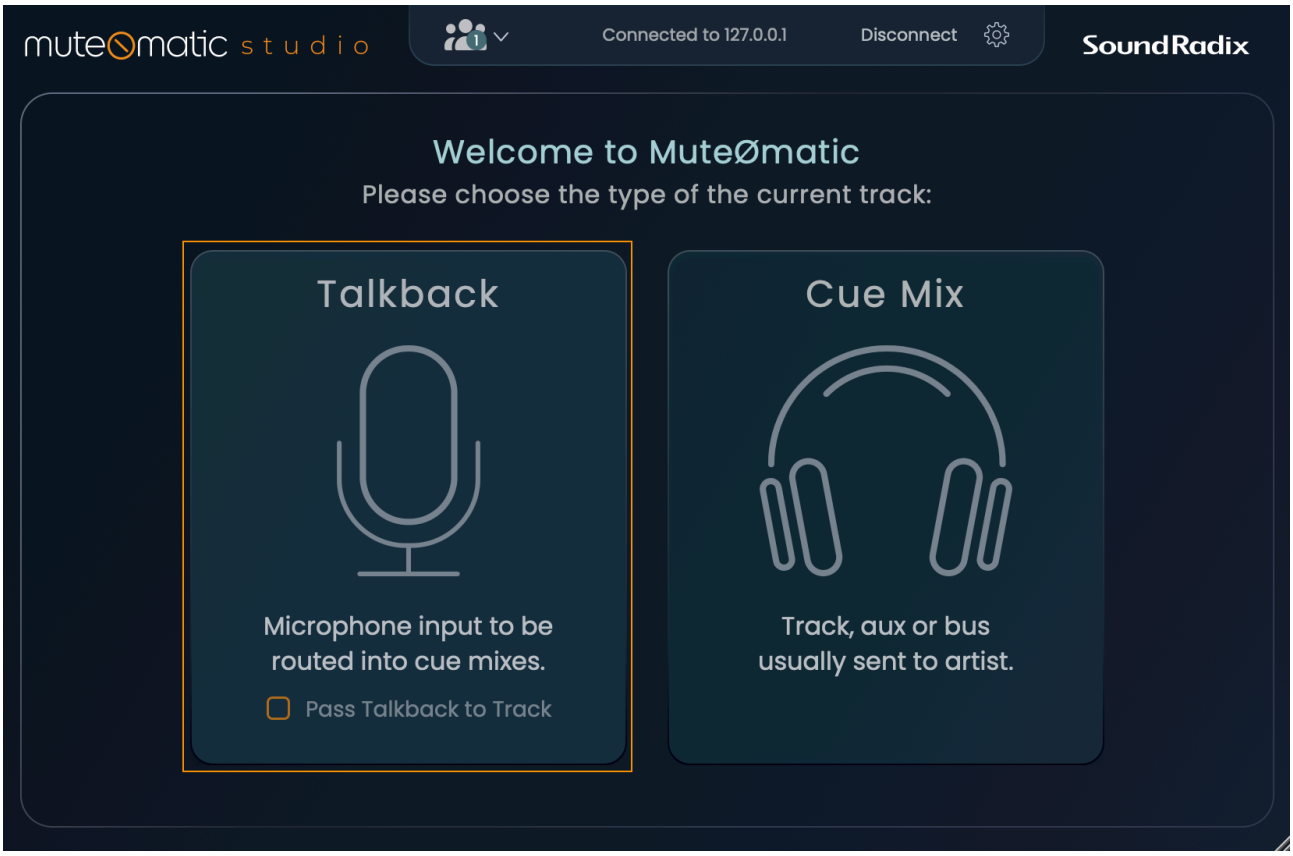

SETTING THE PLUG-IN TO TALKBACK MODE

- Leaving **Pass Talkback to Track** unchecked (default) routes the talkback signal directly to the CueMix instances internally.
- From the plug-in editor, you can adjust individual send destinations, overall talkback volume (via the **Leveler** slider), and Auto-Open settings.

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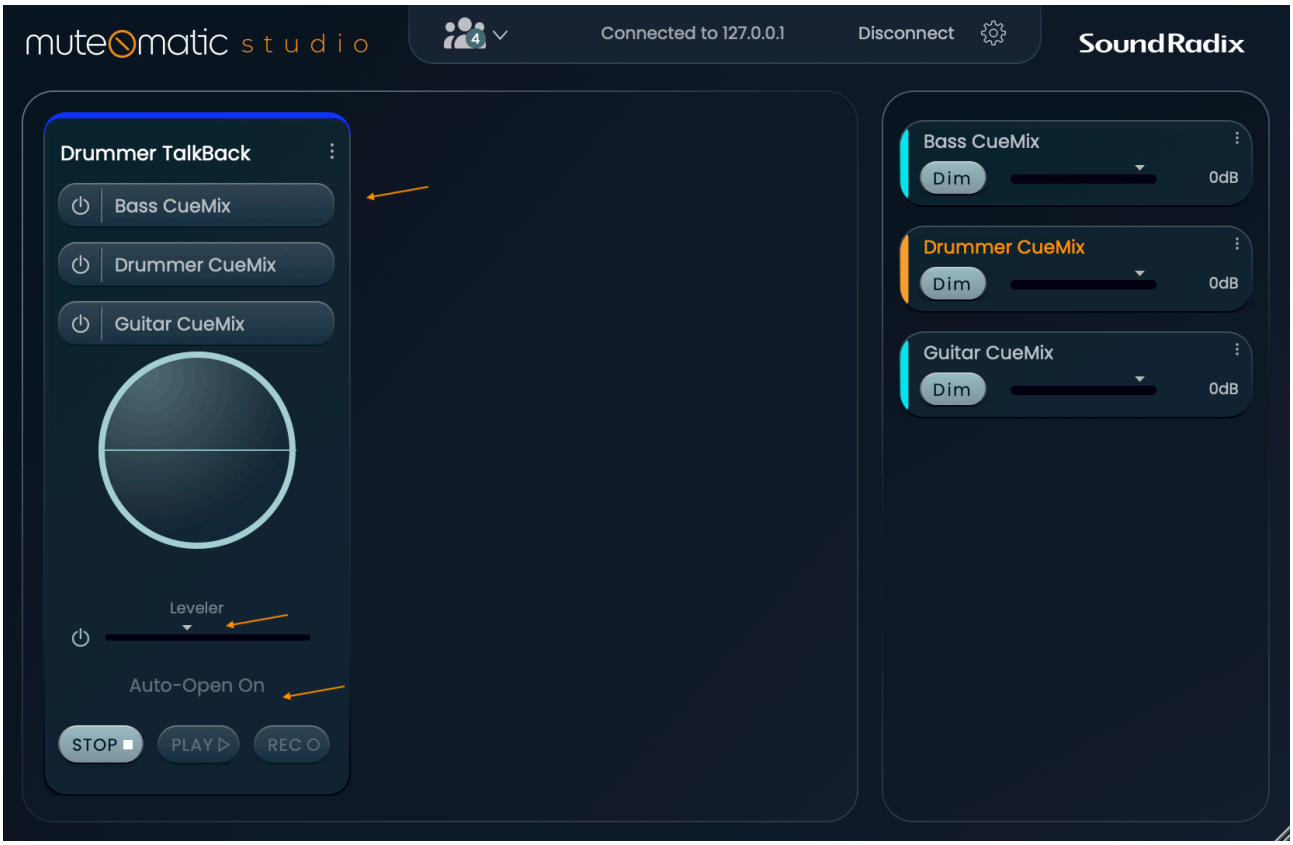

A TALKBACK'S SEND DESTINATIONS, LEVELER AND AUTO-OPEN

CUBASE

1. Headphone Cue Mixes

    - Open **Audio Connections** by pressing **F4** (or go to **Studio > Audio Connections** in Cubase 15, and **Cubase > Settings > Audio > Connections** in Cubase 16). On the **Outputs** tab, click **Add Bus** to create a stereo output bus for each physical headphone send, name it (for example, Drummer CueMix), and assign its **Device Port** columns to the interface outputs feeding that headphone amp.

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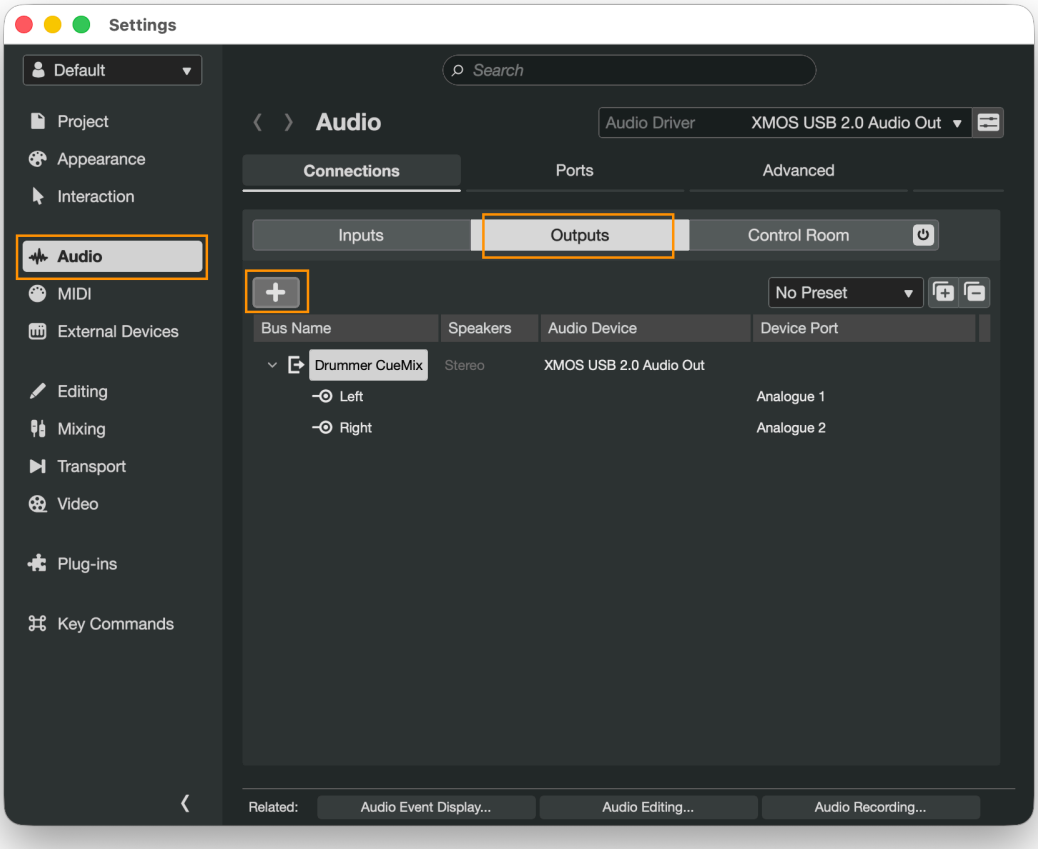
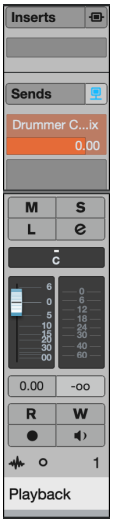


ADDING A CUE MIX OUTPUT BUS IN AUDIO CONNECTIONS

- On each playback track, open the **Sends** section, click an empty send slot, and choose the matching headphone output bus. Click **Activate/Deactivate Send** to turn the send on, and use the send level to set the headphone balance for every musician.



- Insert MuteØmatic Studio on every headphone output channel: in the **MixConsole**, click an empty **Inserts** slot on the output channel and choose **Muteomatic Studio** (under **Other**). In the plug-in setup window, set each instance to **CueMix** mode.

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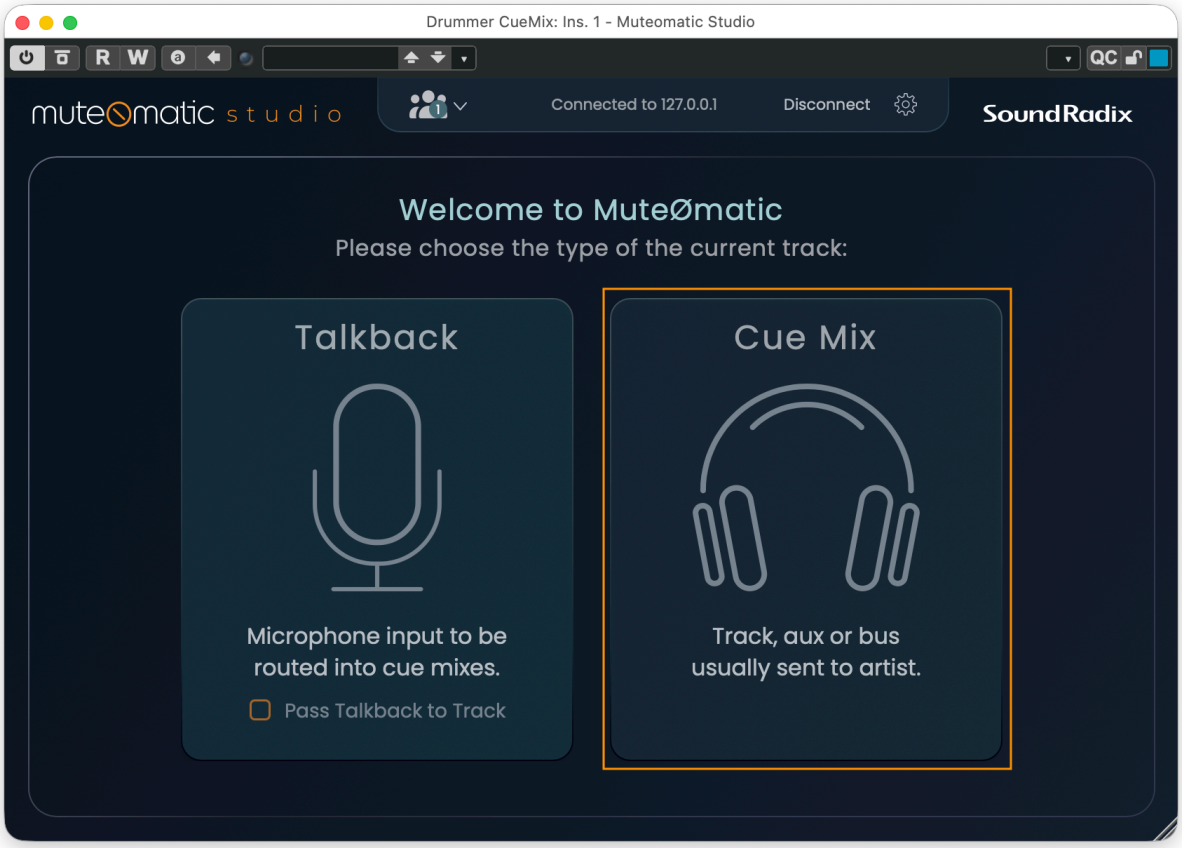

SETTING THE PLUG-IN TO CUEMIX MODE

2. Talkback Mics

- Create an audio track for each talkback mic (control room, live room, or station mics) with **Project > Add Track > Audio**. In the **Inspector** under **Routing**, select the interface input the mic is connected to.
- Turn on **Monitor** (the speaker button on the track header) so the live mic signal passes through the plug-in.
- Insert MuteØmatic Studio on each talkback track and set it to **Talkback** mode.

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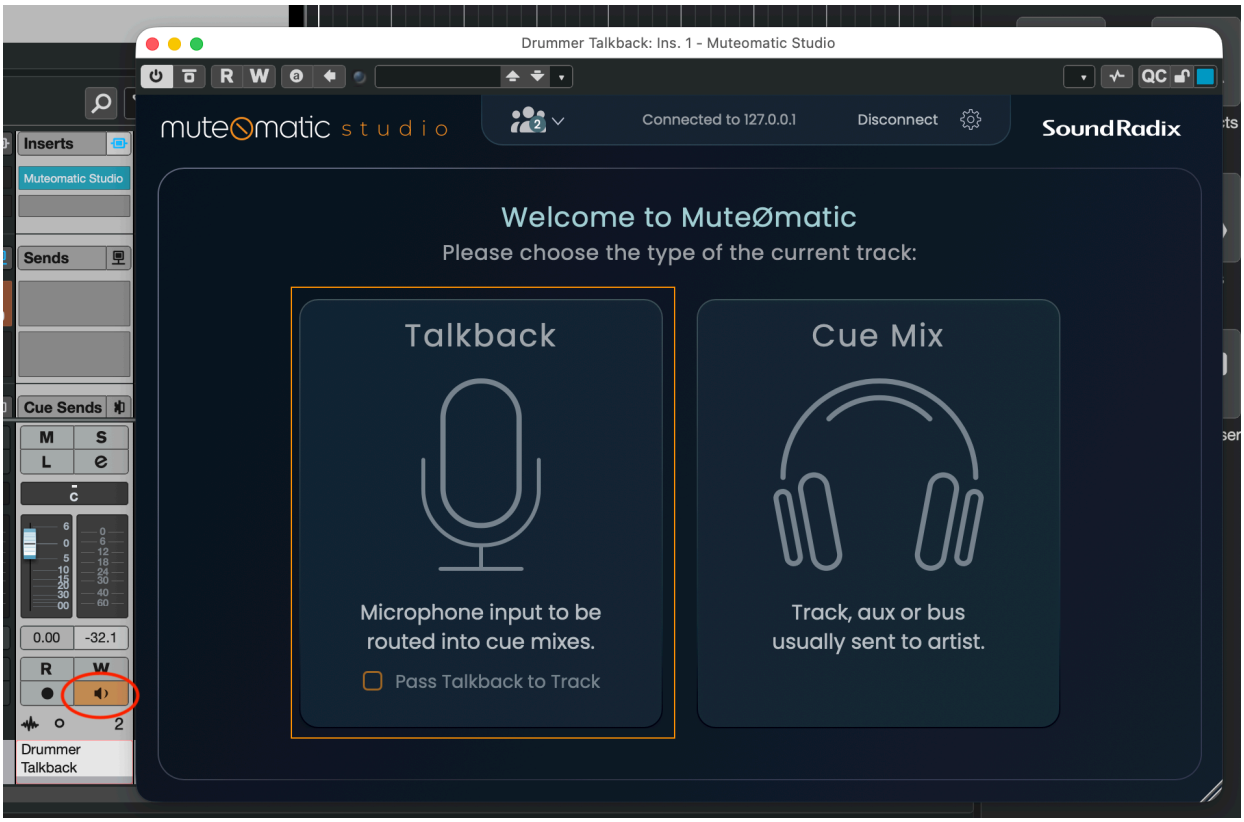

SETTING THE PLUG-IN TO TALKBACK MODE, WITH MONITOR ON

- Leaving **Pass Talkback to Track** unchecked (default) routes the talkback signal directly to the CueMix instances internally.
- From the plug-in editor, you can adjust individual send destinations, overall talkback volume (via the **Leveler** slider), and Auto-Open settings.

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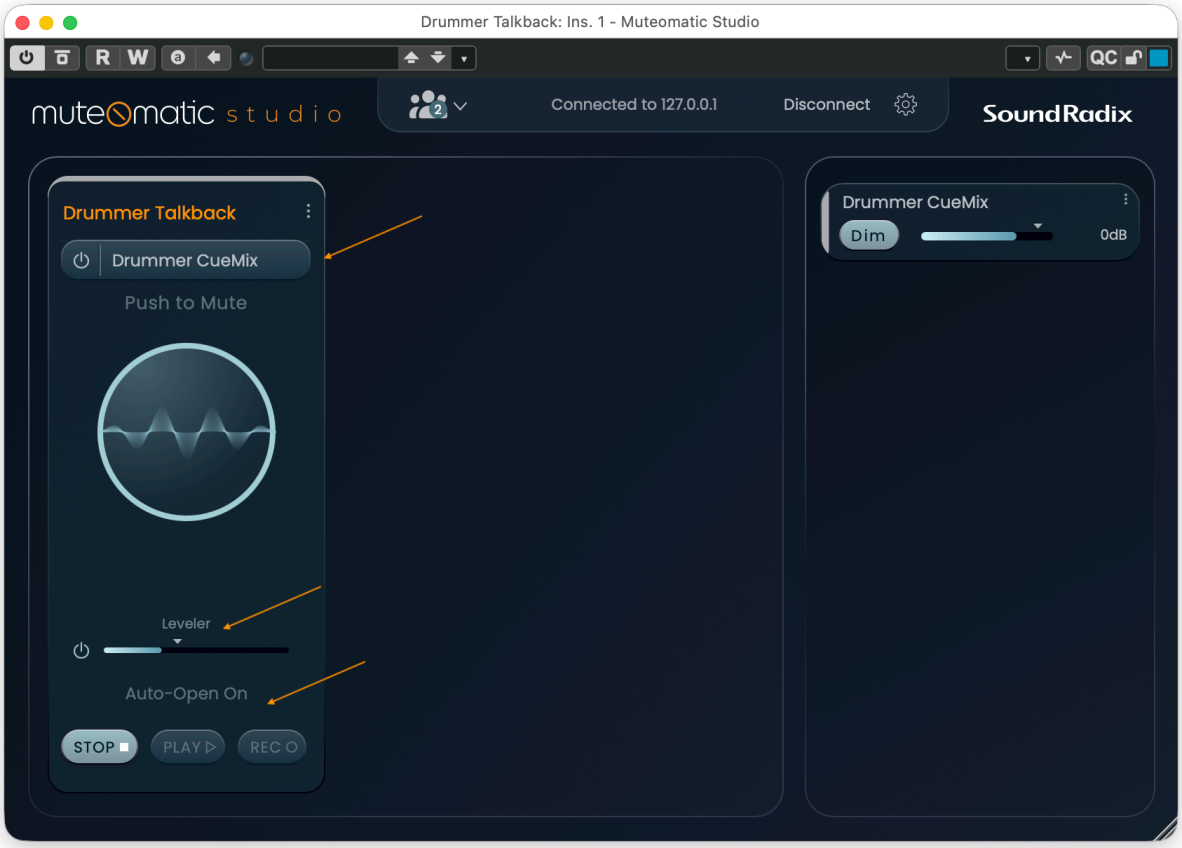

A TALKBACK'S SEND DESTINATIONS, LEVELER AND AUTO-OPEN

LOGIC PRO

1. Headphone Cue Mixes

    - Open the Mixer (**X**) and choose **Options > Create New Auxiliary Channel Strip** once for every physical headphone send.

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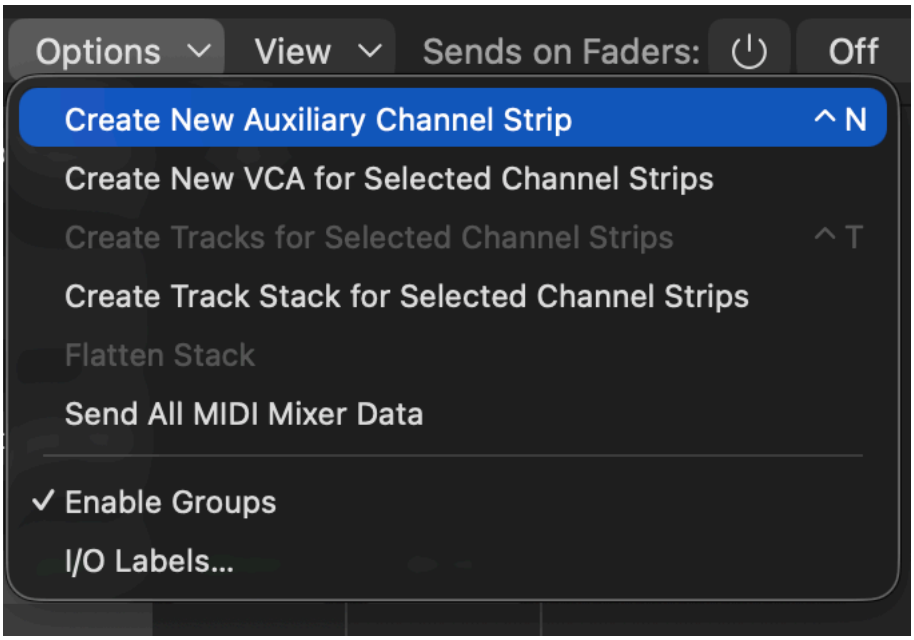

CREATING AN AUXILIARY CHANNEL STRIP FOR A CUE MIX

- On each Aux, click the **Input** slot and choose an internal bus (**Bus 1**, **Bus 2**, etc.). Then click the **Output** slot and choose the physical output pair that feeds that headphone amp (for example, **Output 3-4**).



- On each playback track, click an empty **Send** slot and choose the matching bus. Use the send level knobs to set the headphone balance for every musician.



- To keep cue mixes independent of your main faders, click the send slot and choose **Pre Fader**.
- Insert MuteØmatic Studio on every headphone Aux: click an empty **Audio FX** slot and choose **Audio Units > Sound Radix > Muteomatic Studio**. In the plug-in setup window, set each instance to **CueMix** mode.

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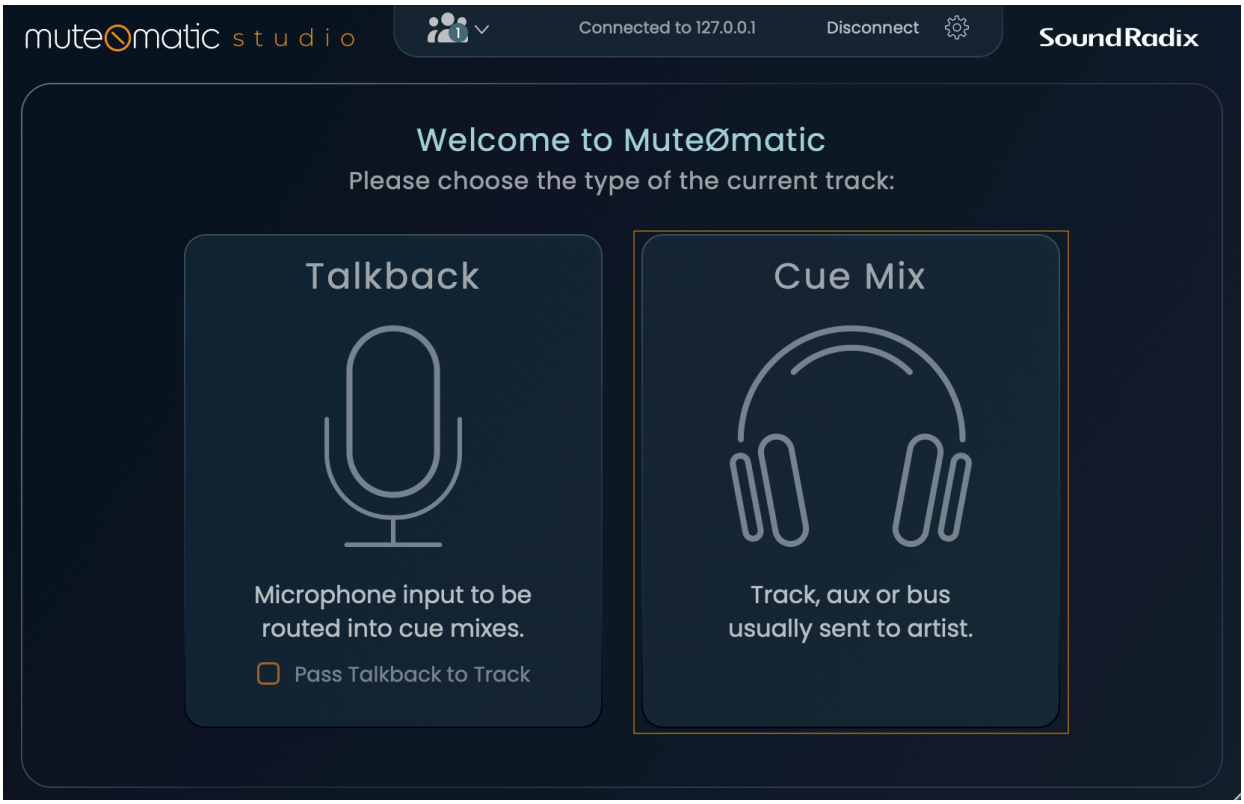

SETTING THE PLUG-IN TO CUEMIX MODE

2. Talkback Mics

   - Create an audio track for each talkback mic (control room, live room, or station mics) with **Track > New Audio Track**, and set its **Input** to the interface input the mic is connected to.
   - Turn on **Input Monitoring** (the **I** button on the track header) so the live mic signal passes through the plug-in when the track isn't record-enabled.
   - Insert MuteØmatic Studio on each talkback track and set it to **Talkback** mode.

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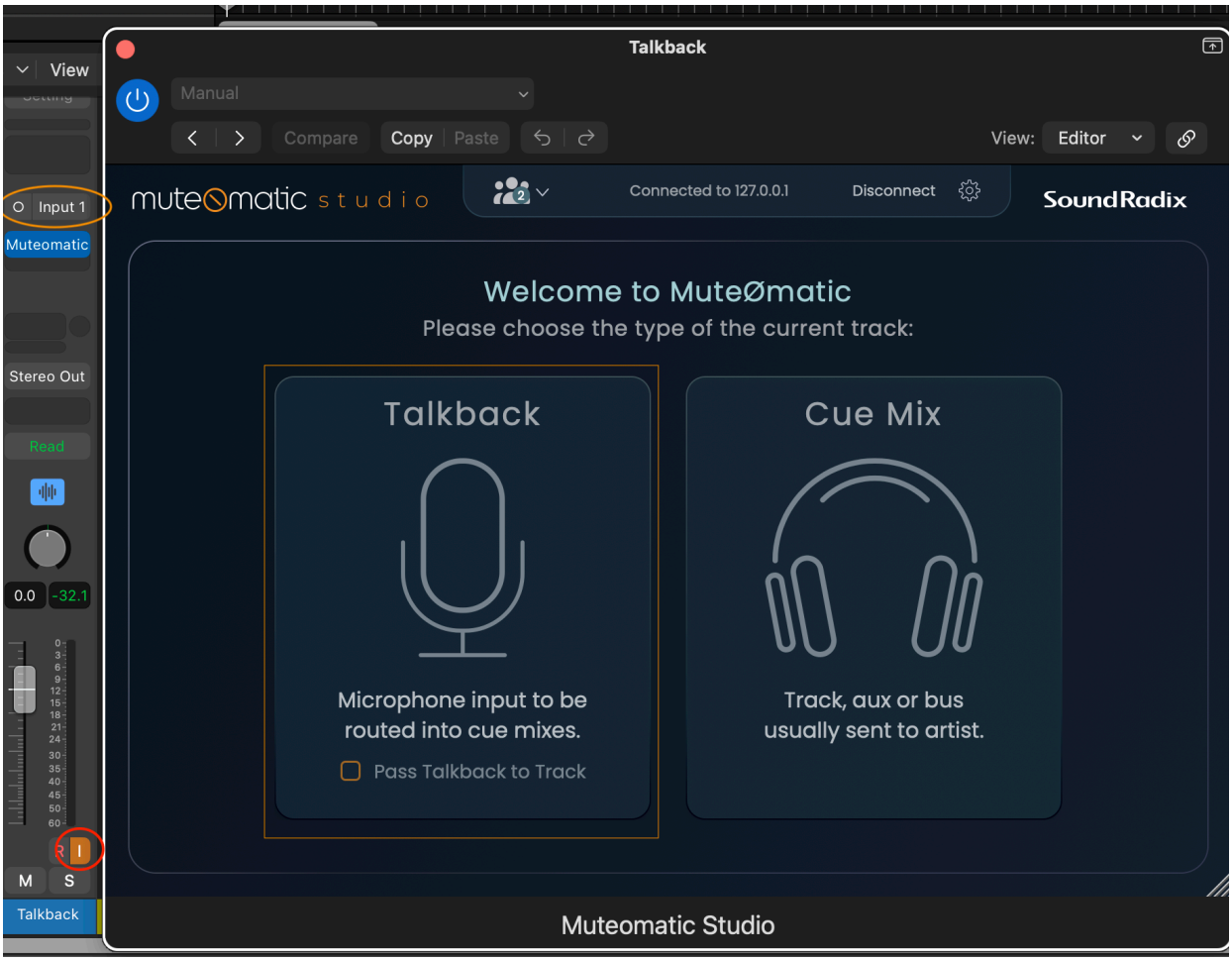

SETTING THE PLUG-IN TO TALKBACK MODE, WITH INPUT MONITORING ON

- Leaving **Pass Talkback to Track** unchecked (default) routes the talkback signal directly to the CueMix instances internally.
- From the plug-in editor, you can adjust individual send destinations, overall talkback volume (via the **Leveler** slider), and Auto-Open settings.

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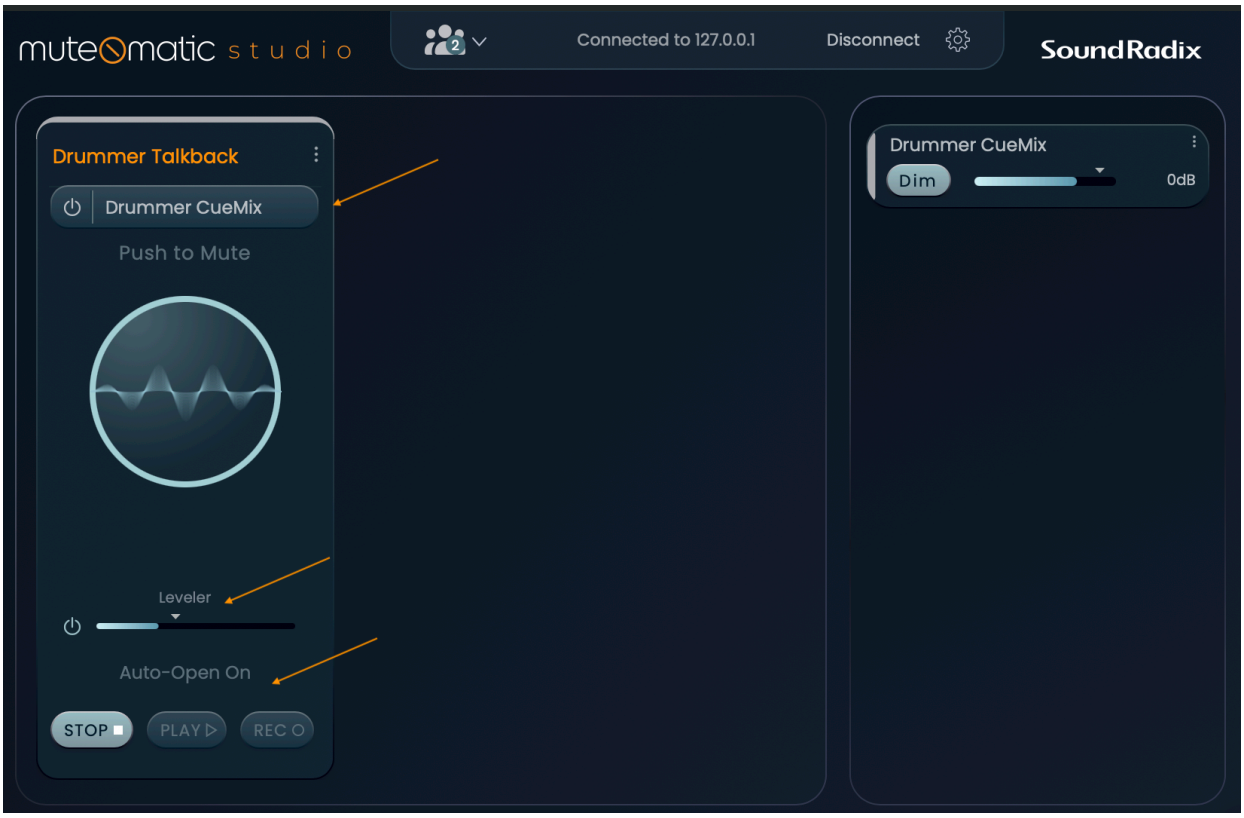

A TALKBACK'S SEND DESTINATIONS, LEVELER AND AUTO-OPEN

LUNA

Note: Don't mix VST3 and AU instances; pick one format and stick with it. Mac users: AU is recommended.

1. Headphone Cue Mixes
    - For every physical headphone send, open the Create New Tracks dialog (**Track > New Tracks**, or **Cmd+Shift+N** on Mac / **Ctrl+Shift+N** on Windows), choose **Bus** from the **Type** list, select **Stereo**, name it (for example, Drummer Phones), and click **Create**.
    - On each headphone Bus, click the output assignment slot and choose the physical output pair that feeds that headphone amp.
    - Open the Mixer (**Cmd+=** on Mac / **Ctrl+=** on Windows). On each playback track, click an available **Send** slot. The send destinations open in the **Browser** on the left (if it's hidden, choose **View > Section > Browser**). Choose the matching headphone Bus under **Buses**, then use the Send knob to set the headphone balance for every musician.
    - To keep cue mixes independent of your main faders, click the send's **Pre** button (**P**).
    - Insert MuteØmatic Studio on every headphone Bus: click an insert slot in the Mixer and choose **Muteomatic Studio**. In the plug-in setup window, set each instance to **CueMix** mode.
2. Talkback Mics

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- Create an audio track for each talkback mic (control room, live room, or station mics): choose **Track > New Tracks** (**Cmd+Shift+N** on Mac / **Ctrl+Shift+N** on Windows), choose **Audio** from the **Type** list, select **Mono**, and click **Create**.
- In the Mixer, click the **Input** row at the top of the track's channel strip. The **Input** browser opens on the left. Choose the interface input the mic is connected to.
- Input-enable the track (click its **I** button, or press **Shift+T**) so the live mic signal passes through the plug-in at all times. Input enable is only available when no other track uses the same input.
- Insert MuteØmatic Studio on each talkback track and set it to **Talkback** mode.
- Leaving **Pass Talkback to Track** unchecked (default) routes the talkback signal directly to the CueMix instances internally.
- From the plug-in interface, you can adjust individual send destinations, overall talkback volume (via the **Leveler** slider), and Auto-Open settings.

Note: If you're using LUNA with an Apollo interface, disable ARM (Accelerated Realtime Monitoring). When ARM is on, LUNA disables Audio Unit and VST3 plug-ins on record-enabled and input-enabled tracks, including MuteØmatic Studio.

REAPER

Note: It's recommended to use VST3 instances and avoid mixing AU instances.

1. Headphone Cue Mixes
    - For every physical headphone send, create a new track with **Track > Insert new track** (**Cmd+T** on Mac / **Ctrl+T** on Windows).
    - On each headphone track, click the **Route** button in the mixer.
    - Uncheck **Master send**, then under **Add new hardware output** choose the physical output pair that feeds that headphone amp.
    - On each playback track, click the **Route** button and under **Add new send** choose the matching headphone track. Use the send volume to set the headphone balance for every musician.
    - To keep cue mixes independent of your main faders, set the send mode to **Pre-Fader (Post-FX)**.
    - Insert MuteØmatic Studio on every headphone track: click the **FX** button and choose **Muteomatic Studio**. In the plug-in setup window, set each instance to **CueMix** mode.
2. Talkback Mics
    - Create a track for each talkback mic (control room, live room, or station mics) with **Track > Insert new track**, and select the interface input the mic is connected to from the track's input selector.
    - Arm the track and set **Record monitoring** to **On** so the live mic signal passes through the plug-in. To make sure the talkback track never records, right-click the record arm button and choose **Record: disable (input monitoring only)**.
    - Insert MuteØmatic Studio on each talkback track and set it to **Talkback** mode.
    - Leaving **Pass Talkback to Track** unchecked (default) routes the talkback signal directly to the CueMix instances internally.
    - From the plug-in interface, you can adjust individual send destinations, overall talkback volume (via the **Leveler** slider), and Auto-Open settings.

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Mobile (Phone or Tablet) Talkback

- In the plug-in editor, click the clients icon at the top of the window (1).
- On your phone or tablet, open the camera app and scan the QR code.
- The app connects and joins the session as a talkback.
- To adjust the phone's buffer size, open the menu in the top corner.

Auto-Open (aka MuteØmatic)

Each talkback can open or mute by itself according to your DAW's transport state. Turn on the Auto-Open toggle for **STOP**, **PLAY** or **REC**, and the talkback opens while the host's transport is in that state.

Note: Some hosts don't report the Record state, so the **REC** toggle may be unavailable.

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PLUG-IN GUI MAP



PLUG-IN GUI MAP

The MuteØmatic Studio window has three sections: the header at the top, the talkbacks area on the left and the cue mixes area on the right.

Header (left to right, after the MuteØmatic logo):

1. Clients button: opens the Clients panel for session management.
2. Status bar: the server you are connected to, and **Disconnect**.
3. Settings icon ⚙: opens advanced settings such as MIDI and controllers.

Talkbacks area: the currently connected talkback clients, one card each.

4. Talkback color bar: drag it to re-order talkbacks.
5. Talkback client name, status indicator and settings menu ⋮. The settings menu lets you rename mobile clients and change their color; a DAW track's name and color usually come from the host.
6. Cue sends: one button per available cue mix, labeled with the cue's name. **Hold** a cue's button to override the current global state (talk/mute) for that cue.
7. Power button ⏻ (admin only): to the left of each cue button, enables or disables the cue for this talkback. A disabled cue is dimmed and never hears this talkback.

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8. Push to Talk/Mute: click to send the talkback to **all** active cue mixes, or to mute it while another method (Auto-Open, MIDI or a control surface) holds it open.
    - **Ctrl-click** the circle to toggle a hands-free **latch** that keeps the talkback open until you Ctrl-click again. The latch belongs to the talkback, so it stays on when you close the plug-in window.

Leveler: an advanced voice processing chain that keeps the talkback at a steady level.

9. Leveler power button ⏻: turns the Leveler on or off (on by default).
10. Leveler slider: sets the Leveler's target loudness (LUFS) for the talkback input.
11. Talkback level meter: shows the current talkback level. Gray means the signal is muted; bright blue means it is passing.
12. Auto-Open On controls: three toggles, **STOP**, **PLAY** and **REC**, decide in which transport states the talkback opens by itself. A pressed-in toggle opens the talkback while the transport is in that state; a released toggle keeps it muted.

    The row grays out while a manual talk or mute is in effect, since the manual action overrides the transport rules until you release it. A short hold bridges brief transport gaps, such as relocating the playhead while playing, so the talkback does not blip open.

    The transport state comes from the session's transport source, so phones and other DAWs in the session open and mute along with your DAW.

    Some hosts do not tell plug-ins that they are recording, and some have no transport at all. When the transport source runs in such a host, the toggle it cannot drive is grayed out, and hovering over it says why. While such a host records, the talkback follows the PLAY toggle. The plug-in currently treats these as not reporting recording: any host running the AU version, Ableton Live, Digital Performer and LUNA; MainStage has no transport. If your host version does report recording, re-enable it on the **Advanced** tab of the settings window (see Advanced).

Cue mixes area: the currently connected cue mix clients, one card each. Drag a card's color bar to re-order cue mixes.

13. CueMix client name, status indicator and settings menu ⋮, as on the talkback card.
14. Dim button: when on, the track's own signal is dimmed while a talkback talks to this cue mix; when off, talkbacks don't affect the track's signal.
15. CueMix level meter: shows the level of the talkbacks sent to this cue mix.
16. Gain slider: sets the level of the talkbacks mixed into the track's signal, with its value in dB on the right.

Settings Menu

Each client card (Talkback or CueMix) has a settings menu, opened with the dots ⋮ at the top right of the card:

- **Convert to CueMix** / **Convert to Talkback** (admin only): switch the client's role.
- **Set As Transport Source** (admin only): see Transport source.
- **MIDI & Controllers** (talkback and admin only): see MIDI and controllers.

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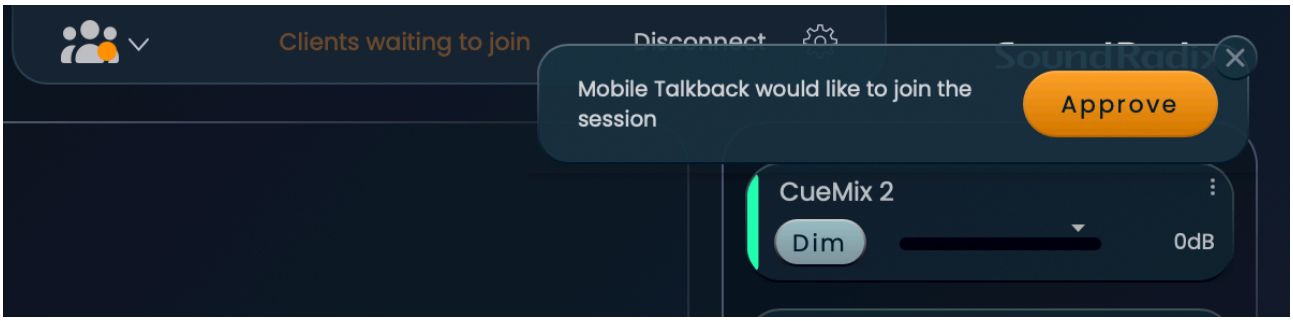
- **Pass Talkback to Track** (talkback only): send the signal to the track's own output as well as to the internal MuteØmatic cue mixes. This is useful for the 'classic' MuteØmatic workflow, where MuteØmatic only opens and mutes the talkback automatically. It is off by default; while it is on, the card shows a small microphone icon at its top.
- **View** (talkback only): show or hide the card's sections (cue sends, Push to Talk, Leveler and Auto-Open On controls); at least one stays shown. **Reset to default** shows all of them.
- **Rename...**: renames the talkback or cue mix. Available only when the DAW doesn't provide the name; otherwise the name follows the DAW's track name.
- **Color**: changes the talkback or cue mix color. Available only when the DAW doesn't provide the color; otherwise the color follows the DAW's track color.

Notification cards

Events that need the operator's attention show up as notification cards at the top right of the plug-in window. Dismiss a non-critical card with its (X) at the top right, or act on it with the buttons on the card itself.



A JOIN REQUEST NOTIFICATION CARD

Client Status Indicator

Each talkback and cue mix has a status indicator next to its name. It appears only in these cases:

- **Unstable Connection**: the client's network connection keeps stalling, so its audio may drop out. Keep mobile devices within good Wi-Fi range.
- **Inactive by Host**: the DAW is currently not processing audio for that track.
- **Microphone icon** (talkback only): the talkback also passes audio to the host track, for the 'classic' MuteØmatic workflow.
- **Phone icon**: the client is a mobile client.

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MIDI AND CONTROLLERS

The plug-in receives MIDI on its track, so a MIDI controller or a foot switch can drive the talkback. Open **MIDI & Controllers** from a talkback's settings menu, or from the settings icon in the header (3).

MIDI In

Each row maps one action to a **MIDI Type** (Off, Note or CC), a **Channel** (Omni or 1 to 16), a **Number** (note name or CC number) and, where it applies, a **Mode**:

Row	Action
Push To Talk	The Push to Talk circle.
Cue 1 … Cue 8	Talk to the first to eighth cue mix, in the order they appear on the card. Each row shows the cue's name.
When Stop / When Play / When Rec	Set whether the talkback mutes in that transport state: "on" mutes it (the Auto-Open On toggle is released), "off" lets it open (the toggle is pressed in).

Mode is **Momentary** (held while the note or CC is on) or **Latch** (a tap toggles; the tap window is about 300 ms). A value above 63 counts as "on". Click **Learn** on a row and move the controller to fill in its type, channel and number.

MIDI Out

The plug-in sends MIDI back to the track for controllers with lit buttons: **Talkback Mute**, **Playing** and **Recording** state, plus a **Feedback Out** row per cue and per Auto-Open On switch that echoes the input mapping's address. A feedback row is dimmed until its input row is mapped.

Control surfaces

The plug-in also has nine on/off parameters for control surfaces and the DAW's own controls: **Push To Talk** and **Cue 1** to **Cue 8**. They act on the talkback chosen in **Controlled Talkback**, like the matching MIDI rows. Push To Talk is on while that talkback is open; switching it opens or closes the talkback, overriding the Auto-Open On rules until you switch it back. A Cue parameter talks to the matching cue mix while it is on. The parameters can't be automated, since the state they show is the session's rather than the track's.

Advanced

The **Advanced** tab lists the hosts the plug-in treats as not reporting recording or having no transport (see Auto-Open On), with the current host highlighted and tagged **[Current]**. The list comes from MuteØmatic Server. Click **Re-enable** on an entry to trust that host's transport anyway, or **Re-block** to undo it; **Reset** re-blocks them all. The AU entry can't be re-enabled.

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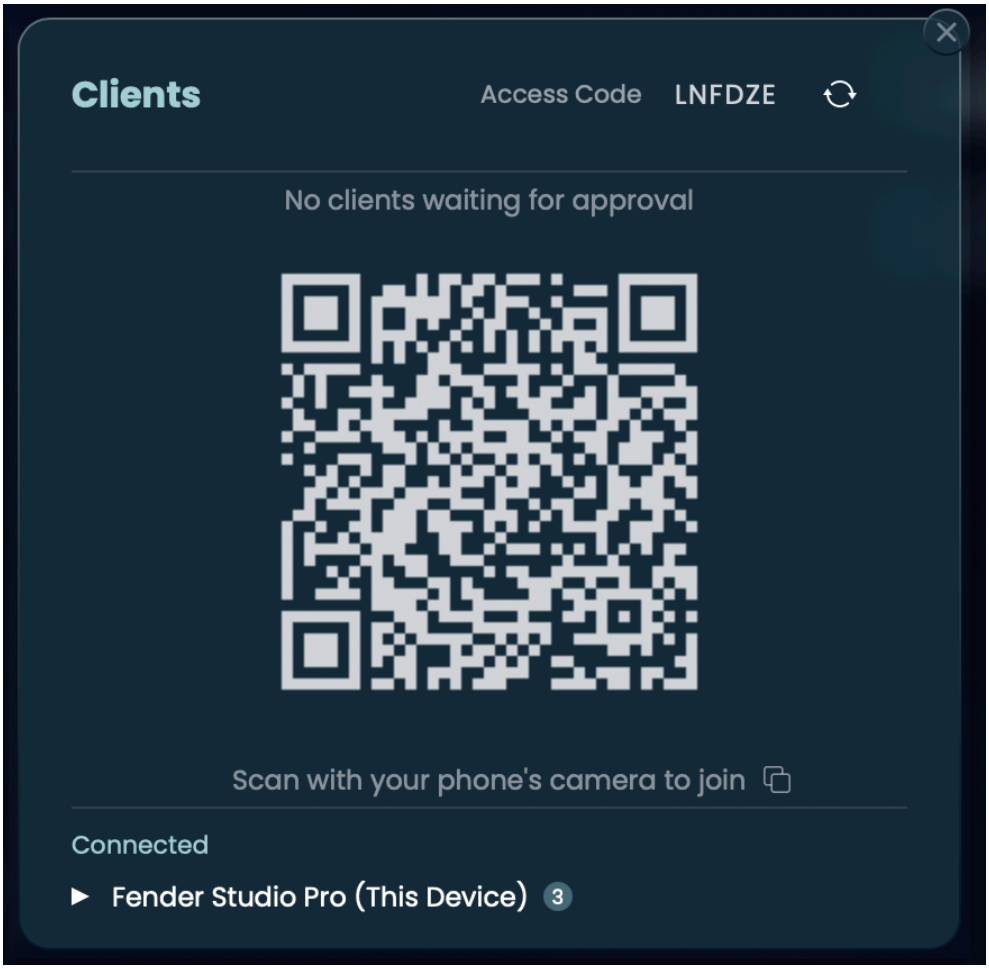
SESSIONS, CLIENTS AND THE ACCESS CODE

A **session** is the set of clients that see and hear each other. Every DAW instance on the machine that runs the server is an **admin** of the session and can manage every client: rename it, change its role, enable or disable cues, admit newcomers and pick the transport source. Clients on other devices control only themselves.

Open the **Clients** panel from the clients icon in the header.



THE CLIENTS PANEL WITH THE JOIN QR CODE

- **Access Code**: six letters identifying the session. Anyone joining from another DAW or device needs to be admitted; a client that already knows the code (such as by scanning the QR code) joins directly. Click the refresh icon to generate a new code or click the code to set your own.

  Note: Changing the code drops clients that used the old code until they are admitted again.
- **Waiting for approval**: devices that connected to your server and are asking to join. Click **Approve** to let one in, or **Ignore**. Admitting a device admits all its instances at once (remote DAWs only). Clients

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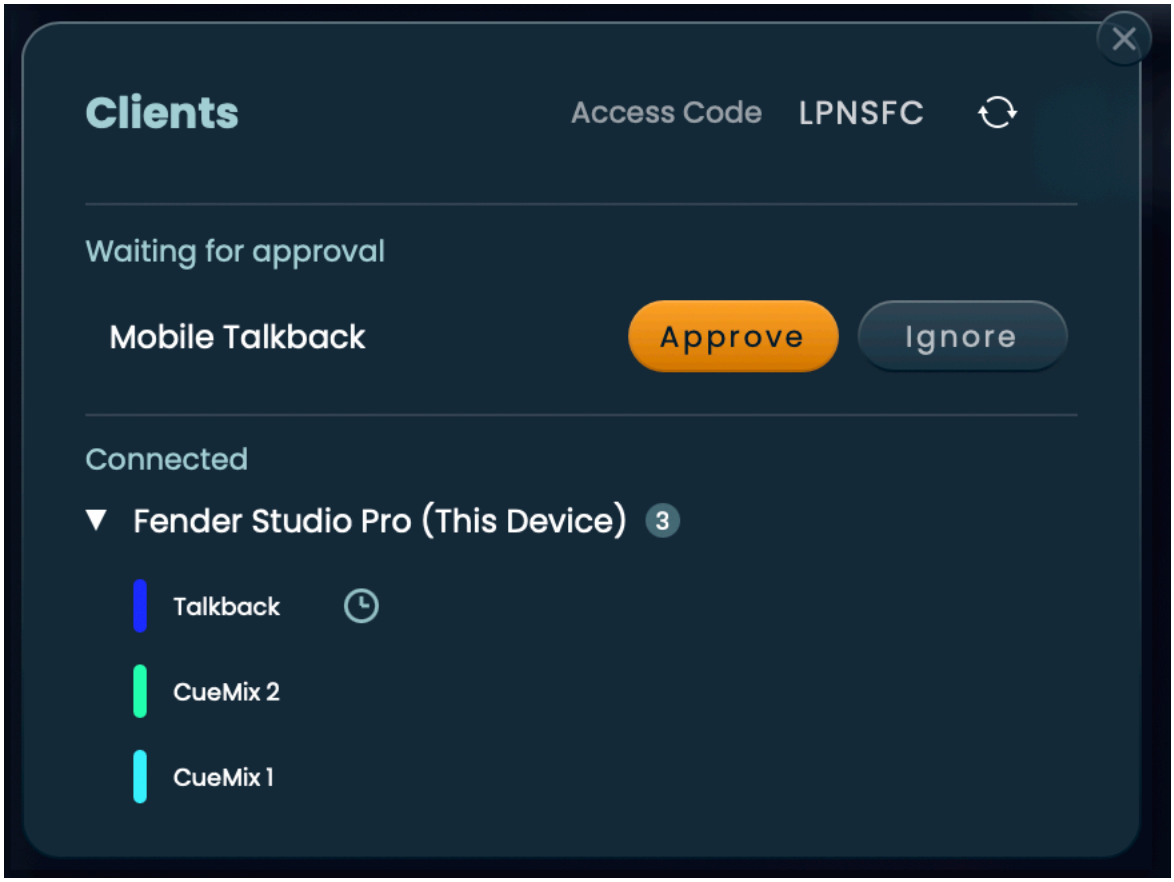
that have joined but have no role yet are listed here too, with **Talkback** and **CueMix** buttons. **Restore *N* ignored clients** brings back the devices you ignored.

- **Join QR code**: while no client is waiting, the admin sees a QR code for the session. Scanning it with a phone's camera opens the MuteØmatic app when it is installed, or points to a download otherwise.

  Air-gapped networks: when the app is already installed and the network isn't connected to the internet, **Ctrl-click** the caption under the code to switch to a direct app link.

- **Connected**: the clients in your session, with their color and name. A phone icon marks a mobile client and a clock icon the transport source. A DAW with several instances shows as one expandable group with a count.



THE CLIENTS PANEL WITH A DEVICE WAITING FOR APPROVAL

To join a session from a second DAW on another computer, open the plug-in there and click **Click here to connect to MuteØmatic Server**. The **Sessions** panel lists **Local** (this computer's server) and every discovered MuteØmatic server.

It is also possible to use **Custom...** and enter the server's IP for manual server connection.

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TRANSPORT SOURCE

In order to use MuteØmatic's auto-open and mute, a valid transport state is required. The selected transport source will be used to decide when to open or mute auto-open talkbacks across the entire MuteØmatic session.

One client's DAW drives the session's transport state, which the Auto-Open On rules of every talkback follow. The plug-in picks it automatically, preferring a DAW talkback, and takes over when the current source goes silent. Mobile devices are never the source; when the only talkbacks are phones, a cue mix in the admin's DAW provides the transport.

To choose one yourself, use **Set As Transport Source** in a client's settings menu (admin only). When several DAWs report transport at once, or none does, a notification card appears with a **Select** button listing the candidates.

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THE MOBILE APP (EARLY ACCESS)

The MuteØmatic Mobile turns a phone or tablet into a talkback microphone or a cue mix in the MuteØmatic session.

Installation

Currently, the mobile apps are available as early access from https://muteomatic.soundradix.com

Connecting

1. Make sure your device is connected on the same studio Wi-Fi as the computer running the session.
2. Set your **name** and pick a **color**. The engineer sees these in the Clients panel.
3. Join the session. The quickest way is to scan the QR code in the engineer's Clients panel with the phone's camera, or with **Scan QR code** in the app. You can also pick the studio's server from the list; if it is missing, ask the engineer, or use **Custom...** with the address shown in the server's menu-bar icon.
4. If you join without the Access Code, the app shows **Waiting for the session engineer to join you...** until the engineer admits you.

Permissions: the mobile app uses the network permission to connect, and the microphone permission to act as a talkback.

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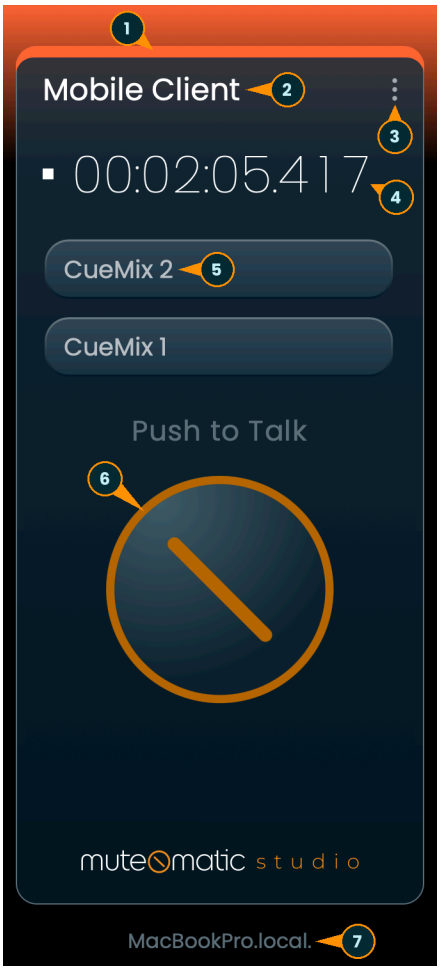
Mobile App GUI Map

The mobile app uses the same familiar interface as the plug-in.



MOBILE APP GUI MAP

1. Client color bar: shows the client's color (change it in Settings).
2. Client name: changed in Settings or by the session engineer. Until it is set, the app uses a random name.
3. Settings menu ⋮: opens the settings view.
4. Transport state: the session's transport time, and whether it is stopped, playing or recording (on supported hosts). The time format may differ from the host's.
5. Cue sends: one button per enabled cue mix, labeled with the cue's name. Press a cue's button to talk to that cue mix only.
6. Push to Talk/Mute: tap to send the talkback to **all** active cue mixes, or to mute it while another method holds it open.
7. Server name: the server you are connected to. Tap it to disconnect.

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Mobile Settings GUI Map



MOBILE SETTINGS GUI MAP

1. Color circle: tap it to choose the client's color from a palette.
2. Edit button: tap it to edit the client's name.
3. Mode: the client's current mode, Talkback or CueMix. Only the session engineer can change it, from the admin computer.
4. View: show or hide the cue sends and Push to Talk.
5. Audio: the app's audio settings.
6. Buffer Size: the device's audio buffer size. A smaller buffer lowers latency but may cause dropouts or crackles on older devices.
7. Auto-pause: to save battery, the app stops its audio engine, and may disconnect, after this long without activity.
8. Disconnect: leaves the current MuteØmatic session.

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Using the app

Once you are admitted, the engineer sets the app's **Mode**. It defaults to Talkback, but the app can also act as a cue mix.

Note: A mobile cue mix is useful for communication, but expect it to add latency.

- A **Talkback** shows the Push to Talk circle and the cue sends, which work as on the plug-in card. The engineer sets the Leveler and the Auto-Open On rules from the plug-in. A phone talkback starts muted on Stop too, so it is live only while you hold Push to Talk. The screen stays on while you talk.
- A **CueMix** shows the fader, and plays the talkbacks sent to you through the device's headphone output.

The top of the screen shows the session's transport time, red while recording. The bottom shows the server you are connected to. When the network connection keeps stalling, the app warns that audio may drop out; move closer to the Wi-Fi access point.

Tap the ⋮ in the header to open **Settings**:

- **Identity**: your name and color.
- **Mode**: Talkback or CueMix. It is set by the engineer and reads **Managed by Session Engineer** unless the device is the admin.
- **View** (Talkback only): show or hide the cue sends and the Push to Talk circle on this device.
- **Audio**: **Buffer Size** of 128, 256, 512 or 1024 samples (default 128 on iOS, 256 on Android). Larger buffers add a little delay and are less prone to dropouts. **Auto-pause**: while the app is in the background, disconnect after this long without talking (Talkback) or hearing a talkback (CueMix), to save battery: **Never**, or 1 to 30 minutes (default 5). The app reconnects when you return to it.
- **Disconnect**, **Open Source Licenses** and the app version.

On iOS, talkback audio keeps running while the app is in the background. When a new version is available, the app offers to update.

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MUTEØMATIC SERVER

MuteØmatic Server is the relay every client connects to. It runs in the menu bar (macOS) or system tray (Windows).

- The menu shows the server's version, the computer name, its network address and the number of connected clients.
- **Auto-Shutdown When No Clients** (on by default): quit the server 10 seconds after the last client disconnects. The next plug-in instance you open starts it again.
- **Quit MuteØmatic Server**: asks for confirmation while clients are connected.

When a firewall blocks other devices from reaching the server, the menu starts with **Blocked by Firewall - Troubleshoot...**, or ***Firewall name* May Block Devices - Troubleshoot...** for third-party security software. See Troubleshooting.

MuteØmatic Server uses Bonjour / mDNS to announce itself over the studio's network.

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TROUBLESHOOTING

"Click here to connect to MuteØmatic Server" never becomes "Connected". The server did not start. Check that it is installed (see Installation).

A phone does not see the studio server in the list. Make sure the phone is on the same Wi-Fi network as the studio machine, not on cellular data or a guest network, and that the studio firewall allows the server. On iOS, allow **Local Network** for the app under Settings > Privacy & Security > Local Network. Scan the join QR code from the Clients panel, or use **Custom...** with the IP address shown in the server's menu to connect directly.

"Muteomatic Server blocked by Firewall". The firewall on the studio machine stops other devices from connecting. Click **Troubleshoot** for the steps; **More Info...** opens a Sound Radix support article. On macOS, open **System Settings > Network > Firewall > Options**, turn off "Block all incoming connections", and set Muteomatic Server to "Allow incoming connections". On Windows, run the installer again, or in "Windows Defender Firewall with Advanced Security" delete the Muteomatic Server inbound rules showing a block icon and enable its disabled ones. In third-party security software, allow Muteomatic Server to accept incoming connections.

The phone shows "Waiting for the session engineer to join you..." indefinitely. The engineer has to admit the device, from its notification card or in the plug-in's **Clients** panel.

The artists cannot hear the talkback. Make sure the cue's button on the talkback is enabled (not dimmed) and that the Push to Talk ring is not slashed. Check that the cue mix card's gain slider is not at the bottom, that neither card shows **Inactive by Host**, and that the DAW transport matches your Auto-Open On settings. Inactive by Host means the host isn't processing MuteØmatic Studio's audio so it won't output anything.

The talkback does not mute when the DAW plays. Another DAW or the wrong client may be the transport source. Use **Set As Transport Source** on a client in the DAW you are driving, or the **Select** button on the notification card.

The REC toggle is grayed out. The transport source's host does not report recording, so the talkback follows the PLAY toggle while recording. See Auto-Open On.

Talkback audio from a phone drops out. If the phone's card shows **Unstable Connection**, its Wi-Fi connection keeps stalling. Move the phone closer to the Wi-Fi access point.

"The MuteØmatic client is too old for the server. Please update your client." or "MuteØmatic Studio Server (API …) is too old for this client." The plug-in, app and server versions differ. Install the current version on every machine and device in the session.

The transport time on phones stops updating. Nothing is reporting transport. Open a plug-in instance in the DAW that is playing and make sure the session's transport source is a DAW (see Transport source).

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