LISTENTO Application

USER GUIDE

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1. Legal Disclaimer

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2. Welcome to LISTENTO 2025

LISTENTO is a remote collaboration tool enabling users to transmit and receive lossless audio anywhere in the world. The LISTENTO Application has been updated with a host of new features including:

- Increased Channel Count - Transmit and Receive up to 128 channels of audio
- Audio File Player - Playback/Transmit up to four different audio files, selectable by the user streaming
- Local Video File Player - Video playback can be synced to incoming LISTENTO Streams
- Custom Streaming Channel Names, visible in the LISTENTO Application's Receiver
- Receive up to four LISTENTO Streams in the Application's Receiver
- LISTENTO Monitor Mixer - Monitor Transmission Channels or incoming LISTENTO Streams with level and pan control
- Updated User Interface with separate Transmitter and Receiver windows

3. Technical Specifications

Mac:

- **Operating System:** MacOS 13.4+
- **CPU:** Mac Intel 2018+ or M1+
- **Memory:** 8GB minimum
- **Disk Space:** 500GB available

Windows:

- **Operating System:** 64-bit Windows 10 (22H2 or higher) or Windows 11 (23H2 or higher)
- **CPU:** Intel Core i3 8th Gen / AMD Ryzen 3 or better
- **Memory:** 8 GB minimum
- **Disk Space:** 500 MB available
- **Graphics:** OpenGL 3.3-compatible graphics adapter
- **Display Resolution:** 1280 x 720 or higher
- **Audio Hardware:** Windows-compatible audio device (WASAPI or ASIO recommended)

Supported Video Formats: Local Video Player

- .mkv
- .mp4
- .mov
- .avi
- .m4v
- .mprg
- .mpg
- .wbm
- .3gp
- .flv

Supported Audio Formats: Audio File Player

- .wav
- .mp3
- .mp4
- .aif
- .au
- .caf
- .m4a
- .aac
- .ac3
- .sd2

Supported Sample Rates:

- 44.1 kHz
- 48 kHz
- 88.2 kHz
- 96 kHz
- 176.4 kHz
- 192 kHz
- 384 kHz

4. Internet Speed Requirements

Audio quality	Channels	Audio data rate	Internet speed	Quality
AAC				
AAC 320	STEREO	0.32 Megabit/s	0.43 Mbps	Mac Only
AAC 256	STEREO	0.256 Megabit/s	0.35 Mbps	
AAC 192	STEREO	0.192 Megabit/s	0.26 Mbps	
AAC 128	STEREO	0.128 Megabit/s	0.17 Mbps	Mp3 Quality
AAC 96	STEREO	0.096 Megabit/s	0.13 Mbps	
OPUS				
OPUS 256	STEREO	0.265 Megabit/s	0.35 Mbps	48 kHz only
OPUS 128	STEREO	0.128 Megabit/s	0.17 Mbps	48 kHz only
Uncompressed Audio Format				
PCM 32 BIT 192 kHz	STEREO	12.3 Megabit/s	16.6 Mbps	Studio quality
PCM 32 BIT 96 kHz	STEREO	6.15 Megabit/s	8.3 Mbps	Studio quality
PCM 32 BIT 88.2 kHz	STEREO	5.65 Megabit/s	7.63 Mbps	Studio quality
PCM 32 BIT 48 kHz	STEREO	3.11 Megabit/s	4.2 Mbps	Studio quality
PCM 32 BIT 44.1 kHz	STEREO	2.83 Megabit/s	3.82 Mbps	Studio quality
PCM 24 BIT 96 kHz	STEREO	4.61 Megabit/s	6.23 Mbps	Studio quality
PCM 24 BIT 88.2 kHz	STEREO	4.24 Megabit/s	5.73 Mbps	Studio quality
PCM 24 BIT 48 kHz	STEREO	2.31 Megabit/s	3.93 Mbps	Studio quality
PCM 16 BIT 96 kHz	STEREO	3.08 Megabit/s	4.16 Mbps	Studio quality
PCM 16 BIT 88.2 kHz	STEREO	2.83 Megabit/s	3.82 Mbps	Studio quality
PCM 16 BIT 48 kHz	STEREO	1.54 Megabit/s	2.62 Mbps	Studio quality
PCM 16 BIT 44.1 kHz	STEREO	1.41 Megabit/s	2.4 Mbps	CD quality

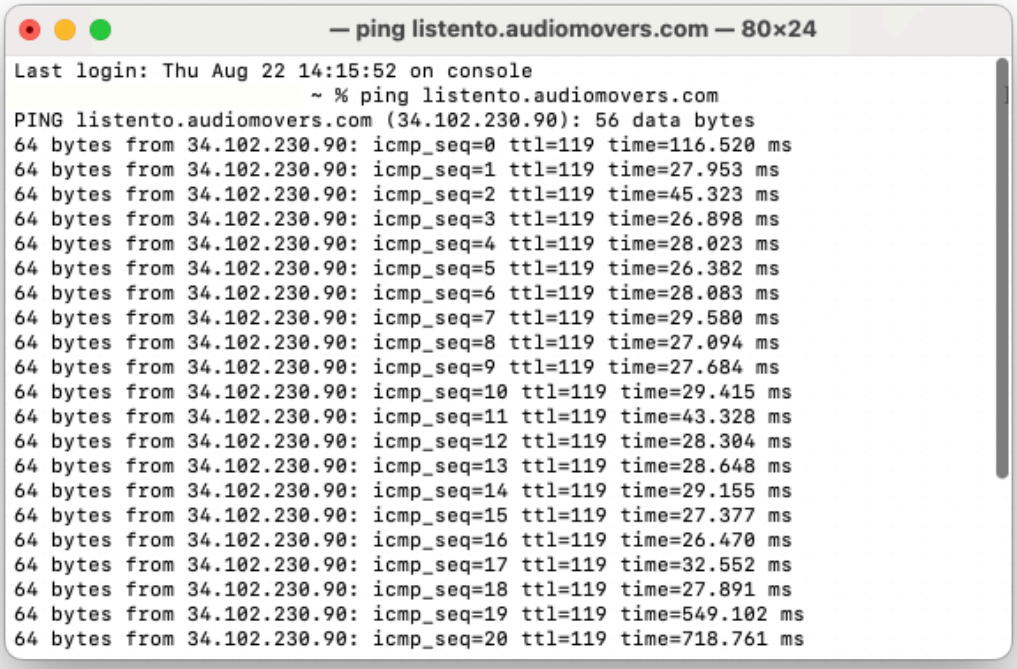
N.b. examples above are for stereo, please multiply internet speed requirements to account for higher channel counts. Please follow this formula: Upload speed / 2 x Number of channels = internet speed required

4.1 Tackling Internet Latency Issues

If your LISTENTO stream is dropping out despite meeting the internet speed requirements above, the issue is likely due to high internet latency. This has to do with the reliability of your connection, not its speed. A ping test measures the time it takes for a small piece of information to travel from your computer to a server and back. An unstable ping can lead to audible dropouts, adversely affecting your stream.

If your LISTENTO stream is cutting out frequently, you should consider increasing the latency on your stream settings in LISTENTO, as the dropouts will usually be caused by an unstable ping.

Entering the terminal Application and typing “ping listento.audiomovers.com” will allow you to see your broadband’s ping stability. On Windows, use the Keyboard Shortcut: WIN+R and type cmd. Press Enter. In the command line print: “ping listento.audiomovers.com”



If the ping test results show significant variation, you should increase your LISTENTO stream buffer to a value higher than the maximum ping. This adjustment ensures that all data can reach our servers without dropouts.

If increasing the buffer does not resolve the dropouts, please contact your internet service provider.

5. Installation

If you are new to Audiomovers, you need to create an account before you can start using the LISTENTO Application. To create an account, click here, and then confirm your account via the email sent to you.

To download the LISTENTO Application, log in to your Audiomovers account, navigate to the Downloads page, and click the “Download” button under the LISTENTO Application section.

To install LISTENTO, run the LISTENTO Application’s Installer and follow the instructions.

5.1 Authorization

To start using the LISTENTO Application, you simply need to install the Application and open the Application. To start streaming you will be required to login to the App with your Audiomovers credentials and have an active LISTENTO subscription or free trial. If you don’t have a subscription you can still use the Application to receive LISTENTO streams.

5.2 Free Demo

We offer a one-time, 7-day demo period available for new accounts. The 7-day demo is available for new subscribers only.

5.3 Default Application Installation Locations

Mac OS:

- /User/Applications

Windows:

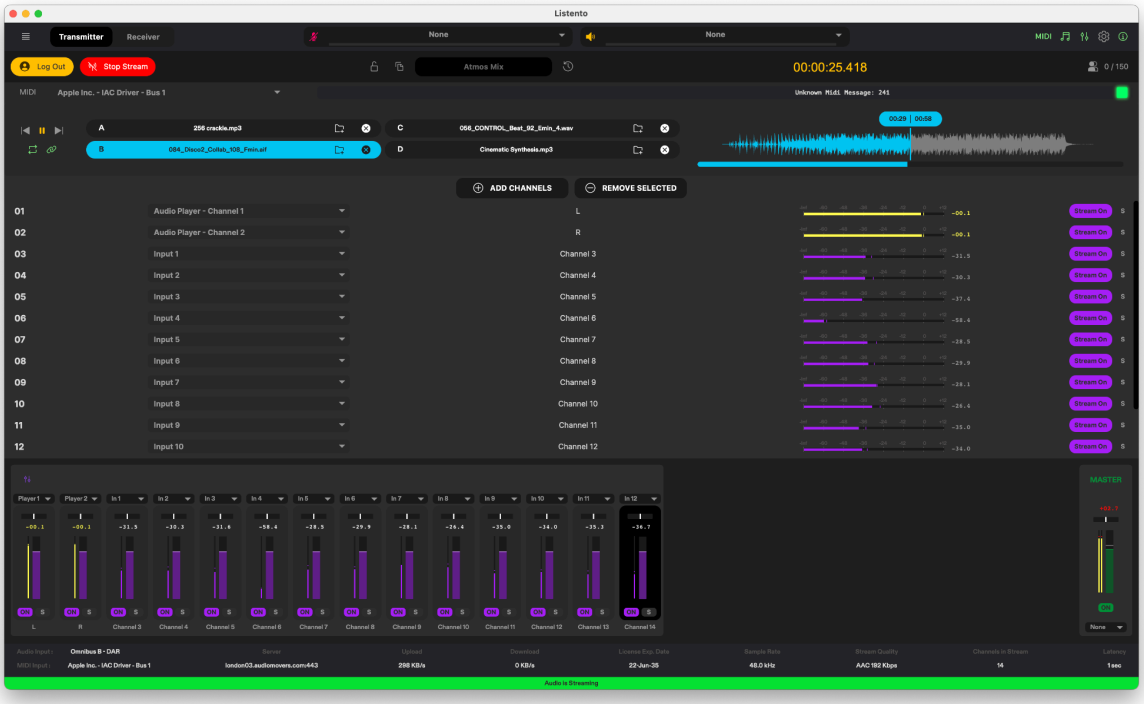
- C:\Program Files

6. User Interface

6.1 LISTENTO Application Transmitter

The LISTENTO Transmitter allows you to transmit up to 128 channels of audio from any audio device on your system, as well as MIDI information, and playback of up to four local audio files.

Here is a detailed breakdown of the LISTENTO Transmitter window.



Top Panel:

1. **Transmitter/Receiver Tabs & Save/Load Function:** Toggle between the LISTENTO Application's Transmitter and Receiver. You can also save the

Application's settings here, as well as loading previously saved Application settings.

2. **Talkback/Listen-back:** Select the input and output device for the LISTENTO App's talkback.

3. **Session Name Options, Session Timer & Session Password:** Name your session (only available when random session name is disabled). The Session Timer will start once a LISTENTO stream is started, alternatively when transmitting Wall Clock Timecode, the Session Timer will display the Transmitter's system clock. A password for your LISTENTO stream can also be set here by selecting the padlock icon.

4. **Window View Settings:** Toggle view options for the Application's window. Select between:

    a. Transmitter MIDI Input Selector/MIDI Activity Indicator

    b. Audio File Player

    c. Monitor Mixer

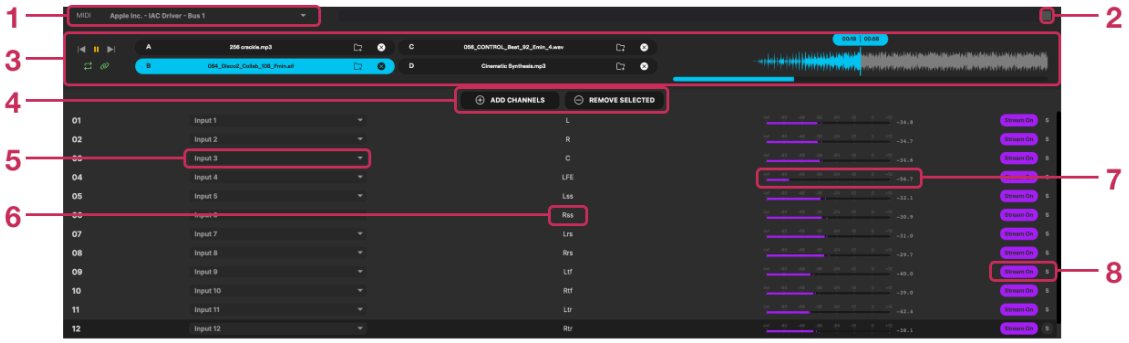
    d. Settings Window

    e. Stream Information

5. **Login and Start Streaming:** Login to the LISTENTO Application (open pop-up window) and start a LISTENTO stream (when logged in).

6. **Listener Count:** Monitor how many participants are listening to your stream. Click on this icon to open the Listener Tab to manage listeners (when Listener Approval is enabled)

Transmitter Panel:



1. **LISTENTO Transmitter MIDI input:** Select from any available MIDI device (physical or virtual) to transmit via a LISTENTO MIDI Stream.

2. **MIDI Activity Indicator:** Lights up when MIDI is active. MIDI message monitor is also available.

3. **Audio File Player:** A file Player enabling users to send four audio files. Files can be played back one at a time. Supports audio files with up to 128 channels.

4. **Add/Remove Transmitter Channels:** You can add or remove Transmitter Channels here. When adding channels you can type in how many channels you wish to add. When removing, you can select multiple channels by holding down shift while clicking on the channels.

5. **Transmitter Input Channel:** Select the channel input for each of the Transmitter Channels. The channel inputs come from the audio device which you have selected as the LISTENTO App's input device (in Settings). The LISTENTO App supports both hardware and virtual audio devices (Core Audio for Mac, WASAPI or ASIO for Windows). Input channels can also be set to the Audio File Player channels.

6. **Transmitter Channel Name:** Allows you to assign a custom Channel Name for each Transmitter Channel. This will be visible in the LISTENTO Receiver. The above example has the 12 Transmitter channels labeled for Dolby Atmos discrete channels.

7. **Transmitter Channel Level Meter:** Indicates the input level for the Transmitter Channels.

8. **Solo/Mute Transmitter Channels:** Solo or mute the LISTENTO App's Transmitter Channels. Switching the channel to off will mean the channel will not output audio through the stream.

Transmitter Monitor Mixer & Transmitter Info:

1. **Transmitter Monitor Mixer:** A Monitor Mixer for the Transmitter enabling you to monitor your transmission through a stereo output. In the mixer you have an option to control levels, monitor volume meters and peak values, pan channels as well as mute/solo individual channels. Input channels can also be selected here.

2. **Transmitter Info:** Information for your active LISTENTO sessions. This can be viewed/hidden by clicking the info icon on the top left of the Application. The Info tab shows the following:

    a. The assigned audio input device

    b. The assigned MIDI input device

    c. The Audiomovers server you are connected to

    d. Current upload bandwidth consumption

    e. Current download bandwidth consumption

    f. License expiry date

    g. Transmitter sample rate, shows the Applications audio input device's sample rate.

    h. LISTENTO audio stream quality

    i. The number of channels in the current LISTENTO stream

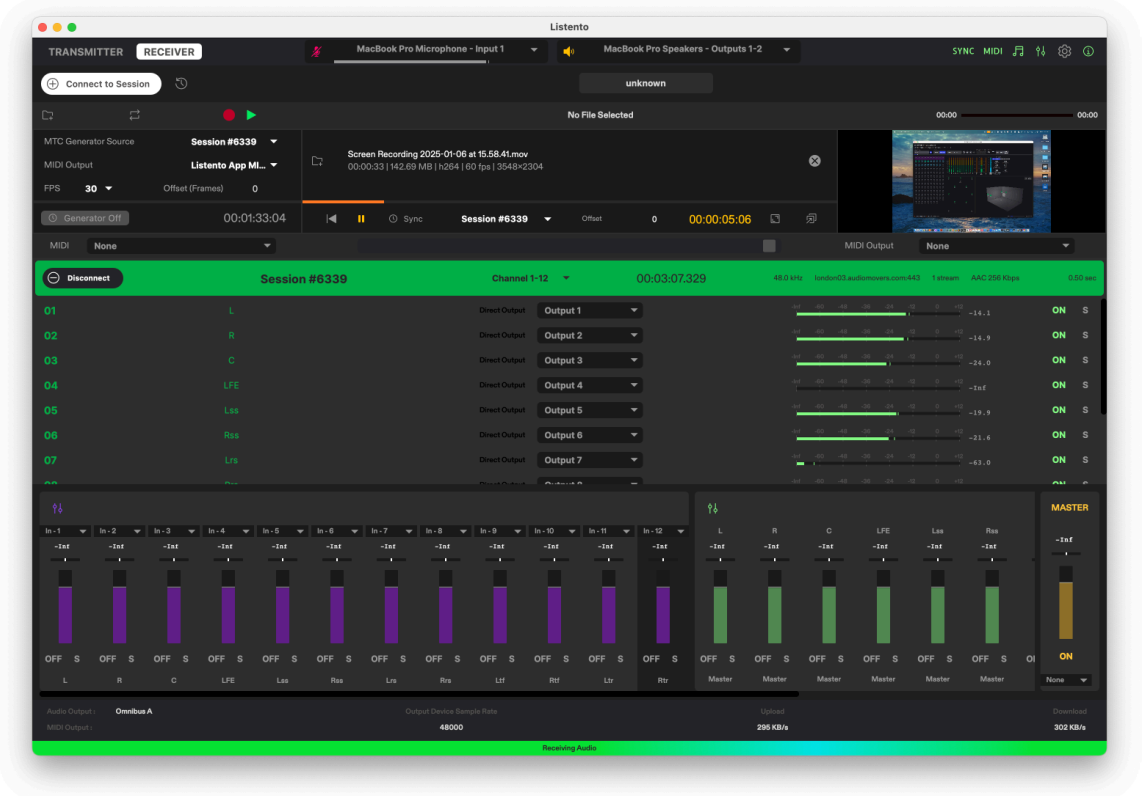
j. LISTENTO stream latency

3. **Transmitter master channel:** A Monitor Mixer output - which allows monitoring of Transmitter and Receiver channels as well as Listen-back. It uses the Application's output device sample rate. Rather than input sample rate used by Transmitter

6.2 LISTENTO Application Receiver

The LISTENTO Application Receiver is where you can receive incoming LISTENTO Streams. In the Application Receiver you can receive up to four LISTENTO streams with a maximum channel count of 128, (for example four x 32 channel LISTENTO Streams or two x 64 channel streams etc)

The Application Receiver can also receive MIDI Streams and playback local video files in sync with an incoming LISTENTO stream from the plugin.



Top Panel:

1. **Transmitter/Receiver Tabs:** Toggle between the LISTENTO Application's Transmitter and Receiver Tabs.

2. **Paste link to Join Session:** Click this button to connect to a LISTENTO stream when a session link is copied to your clipboard. Alternatively, you can connect to previous sessions when active by clicking on the Timer icon to the right of the connect button.

3. **Talkback:** Select the input and output device for the LISTENTO App's talkback.

4. **User Name:** You can type in your name here. This will convey to the Transmitter when you are connected to their stream and Listener Approval is enabled.

5. **Window View Settings:** Similar to the Transmitter window, you can toggle view options for the Applications window here. Select between:

    a. Transmitter MIDI input Selector/MIDI Activity Indicator

    b. Session recorder

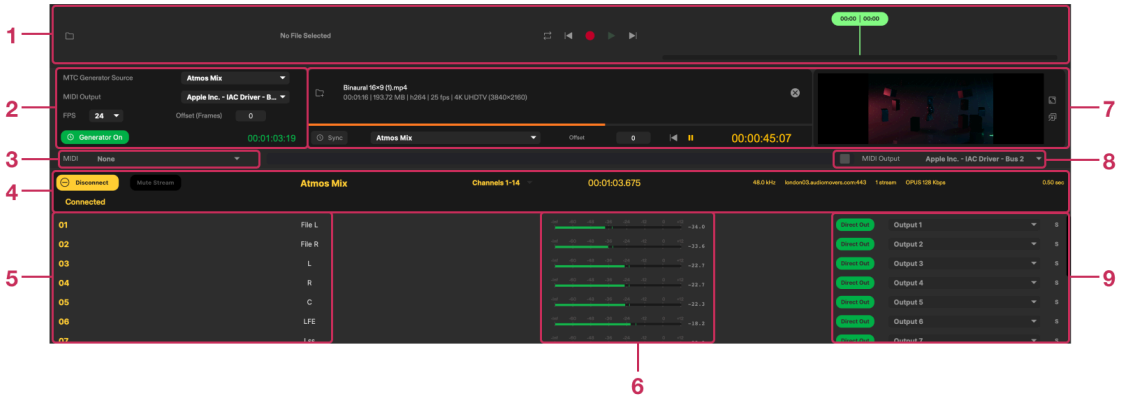
    c. The LISTENTO Monitor Mixer

    d. Settings window

    e. Sync tab

    f. Stream information

Receiver Panel:



1. **Session Recorder:** Record incoming LISTENTO streams here. You can select the location you wish to record incoming LISTENTO streams on your Machine and cycle through recordings to preview them. It supports the recording of audio files with up to 128 channels.

2. **MTC Generator:** You can generate MIDI Time Code from a LISTENTO session's timer. You can select from any active LISTENTO streams you are connected to. You can also select the MIDI output for timecode, this can be separate to the MIDI output for LISTENTO MIDI streams. You can also select the frame rate for the MTC as well as frame offset.

3. **MIDI Stream Selector:** Select the MIDI stream from currently connected sessions to be forwarded to the Application's MIDI output device.

4. **Connected session:** When connected to an active LISTENTO stream you will be able to see the stream here. You can have up to four active streams in the Receiver simultaneously. Here you'll be able to see the active sessions' information such as session name, channels, session timer, sample rate, audio format and latency.

5. **Stream Channels:** Here you will see the channel numbers and custom channel names of the incoming LISTENTO stream you are connected to. Custom channel names set by a Transmitter will be displayed in the Receiver.

6. **Receiver Channel Meters:** Level meters and peak value for Receiver channels.

7. **Local Video File Player:** Users can drag and drop a video file. This video file can be played back in time via information from an incoming LISTENTO stream's session timer.

8. **MIDI Output Device:** Select the MIDI device you wish to output MIDI from an incoming LISTENTO stream to. This can be any MIDI port on your system, virtual or hardware. The MIDI Activity Indicator will flash green when MIDI information is entering the Application via a LISTENTO stream.

9. **Receiver Channel Outputs:** Select the channel of the Application's output device you wish to route incoming stream channels to. Solo, enable and mute Receiver channels

Receiver Monitor Mixer:

1. **Transmitter Mixer Channels:** Mixer Channels will be available for the LISTENTO Transmitter channels. Only available if transmitting audio.

2. **Receiver info:** Information for your active LISTENTO Receiver sessions. The info tab shows the following:

    a. Selected audio output device

    b. MIDI output device

    c. Output device sample rate

    d. Current upload bandwidth consumption

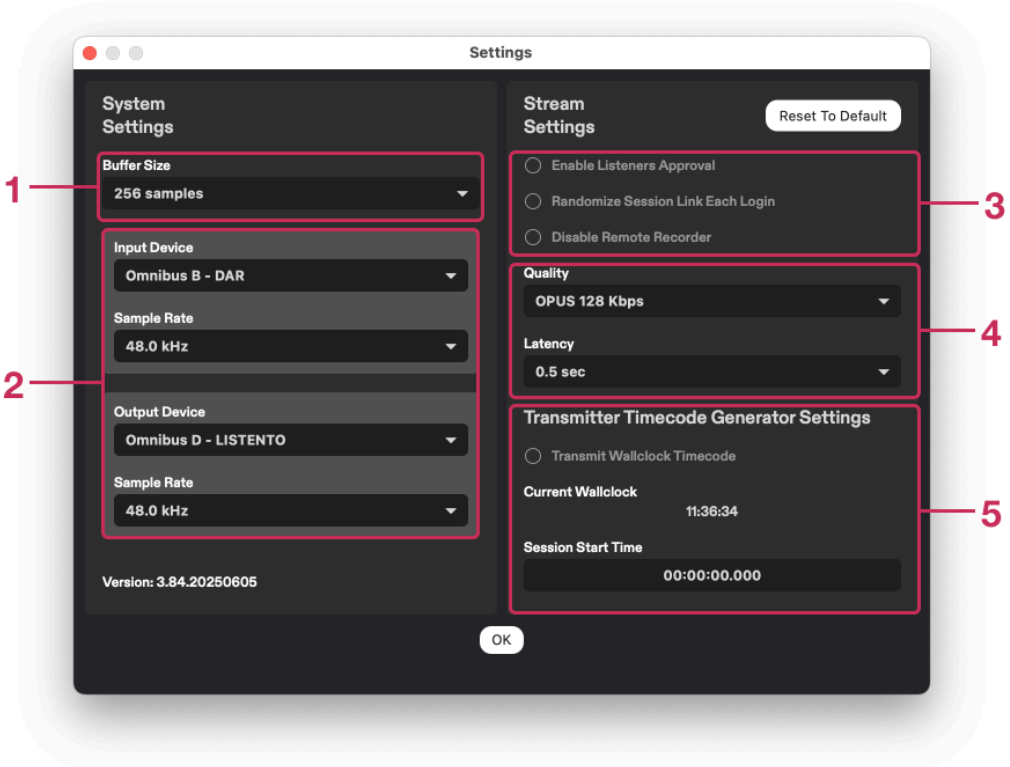
    e. Current download bandwidth consumption

3. **Receiver Mixer Channels:** Mixer Channels for any incoming LISTENTO stream channels for the Application's master output. You can control Individual levels, pan and mute/solo incoming Receiver channels.

4. **Application master channel:** This is the master channel for monitoring on the LISTENTO App. Stereo pan and levels can be adjusted via the level and pan controls. The Left & Right output channels can be selected by the user at the bottom of the Monitor Mixer.

6.3 LISTENTO Application Settings

You can access the settings window by clicking on the cog icon on the top right of the Application.



1. **Application Buffer Size:** On Mac, you can select the buffer size of the LISTENTO Application. This buffer size can be adjusted to account for CPU usage as well as any sample rate conversion.

2. **Application Input/Output Device:** Select the input and output device for the LISTENTO Application. This can be any audio device on your system. The sample rate of each device can also be selected to account for the sample rate you wish to transmit and receive LISTENTO streams at. If the sample rate of the output device is set to 48 kHz and you receive a LISTENTO stream at 44.1 kHz for example, the incoming stream will be converted to 48kHz. Supported sample rates are below:

    a. 44.1 kHz

    b. 48 kHz

    c. 88.2 kHz

    d. 96 kHz

    e. 176.4 kHz

    f. 192 kHz

    g. 384 kHz

3. **Security Settings**: Enable the security settings for your LISTENTO stream.

    a. **Enable Listener Approval**: When enabled will allow you to grant access and remove participants from your LISTENTO stream.

    b. **Randomize Session Link Each Login:** When enabled, each time you login to the Application to start a LISTENTO stream, a random session name and session link will be generated.

    c. **Disable Remote Recorder:** Disable/Mute audio in the Remote Recorder when collaborators receive your LISTENTO stream in the plugin or Application's Receiver.

4. **LISTENTO Stream Settings:** Here you can select your LISTENTO stream's latency and audio quality.

    a. **Quality:** Select the audio quality for your LISTENTO stream. You can choose between three audio formats. AAC and Opus are lossy audio codecs and PCM which is a lossless audio format. You can

choose between various bit rates. **Please note that on WIndows, AAC is limited to a max bandwidth of 192 kbps due to OS limitations*

b. **Latency:** Select from two seconds of latency to as little as 50 milliseconds. This can be adjusted to account for distance to server and collaborator, broadband ping etc. The default latency is set to 0.5 seconds and default quality is set to OPUS 128 kbps.

5. **Transmitter Timecode Settings:** Select between transmitting Wall Clock Time Code based on system time, or time code based off the start time of your stream, the Session Start Time can also be selected by the Transmitter. Session Start time can also be selected.

7. Getting Started

7.1 Configuring the Application's Settings

To get started transmitting with the LISTENTO Application, you will firstly need to configure the Application's settings.

7.2 Application I/O Selection

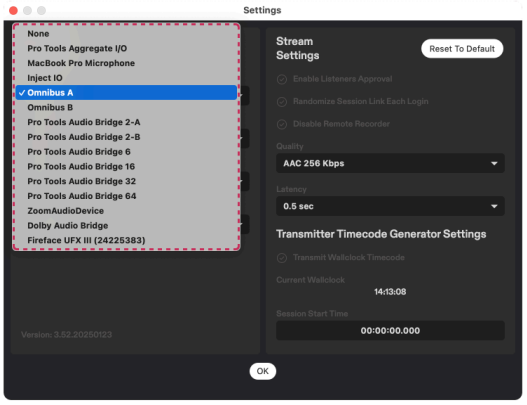


Figure 2. Input selection

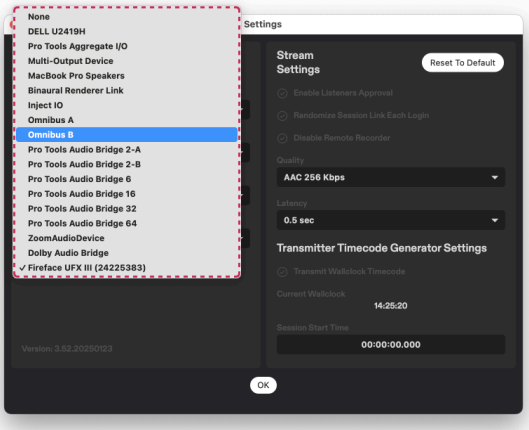


Figure 3. Output selection

Firstly, users will need to select the input and output device for the Application. The input device is the device which is used for inputting audio to the streaming channels of the Application. For example, if you used an audio interface with four mono microphones connected, by selecting that interface, you will have those four input channels available to transmit via the Application.

You could also use a virtual audio device such as our routing tool **OMNIBUS** to bridge audio from a DAW to the Application for transmission.

Similarly to the input device, you can also select the output device for the Application. This can be used to monitor your transmission from the master channel as well as to output incoming audio from a LISTENTO stream you are receiving.

7.3 Application Sample Rate and Buffer Size

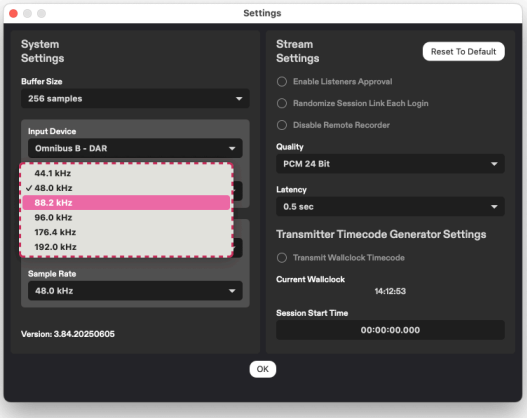


Figure 4. Sample rate selection

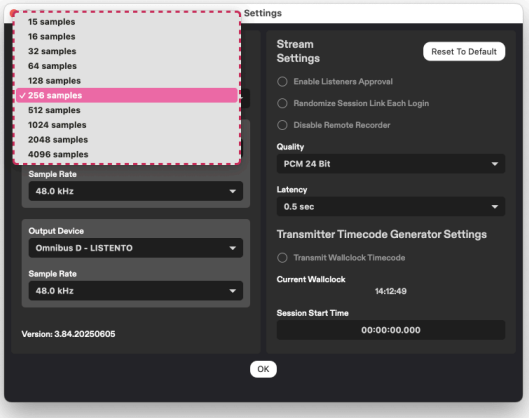


Figure 5. Buffer size selection

The Application's IO devices' sample rate and buffer size can be selected in the settings tab. The sample rate of your LISTENTO stream in the Transmitter will be defined by the Application's input device. LISTENTO Streams being received in the Application will be converted to the output devices' sample rate (unless set to the same sample rate as an incoming LISTENTO streams. Separate sample rates can be selected for the Application's input and output device. The buffer size can be selected to account for CPU usage and audio processing. On Windows, Buffer Size can be set in the device control panel rather than Settings window. Red value indicates difference between input and output buffer. If the value is white, this means the input and output buffer are matched.

If using the Application and the buffer is too short you may experience some pops and clicks. It is good practice to experiment with the Application's buffer size to find the settings that best suit your machine and setup. The lower the buffer size, the less latency the audio passing through the App will have, at the expense of your CPU usage.

7.4 LISTENTO Stream Settings:

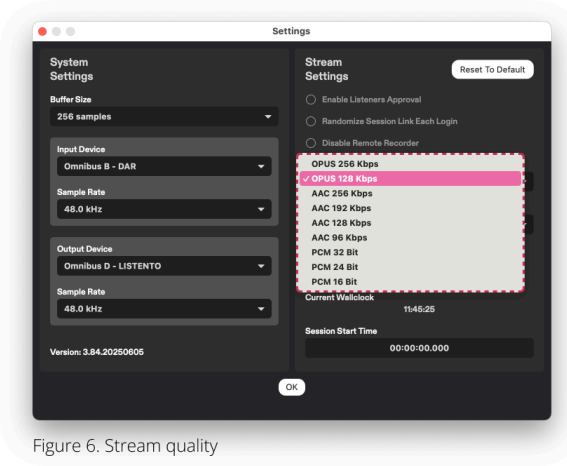


Figure 6. Stream quality

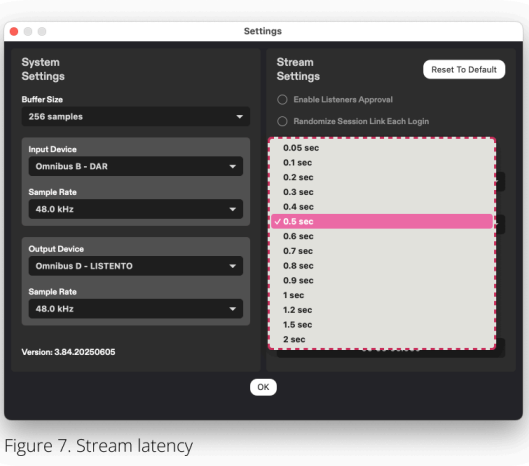


Figure 7. Stream latency

Users can select their LISTENTO stream's Audio Quality. Audio Quality can be selected depending on your bandwidth requirements. Transmitters have the option to select from three audio formats at various bit depths:

- AAC and OPUS which are lossy formats
- PCM which is a lossless audio format.

AAC and OPUS are lossy audio codecs and therefore require less bandwidth.

PCM (Pulse Code Manipulation) is a lossless audio format and requires significantly more bandwidth than AAC and OPUS, however, as a lossless format, PCM offers the highest possible audio quality through a LISTENTO stream.

Users can also select their LISTENTO stream's latency. This can be selected to account for a variety of factors such as bandwidth, ping, location, the type of internet connection available, and distance from our servers. The default latency is set to 0.5 seconds. This latency can be user adjusted in the Transmitter. However, if your latency is too short you may experience dropouts, pops and clicks. It is good practice to test a stream yourself before sending a link to a collaborator so you know whether your network and stream are stable. If you experience pops, clicks or drops out in your LISTENTO stream locally, please try increasing the latency of the stream.

8. Transmitting with LISTENTO

8.1 Add Streaming Channels

Once the Application's settings have been configured, a LISTENTO stream can now be set up. The first step will be to add the Transmitter channels.

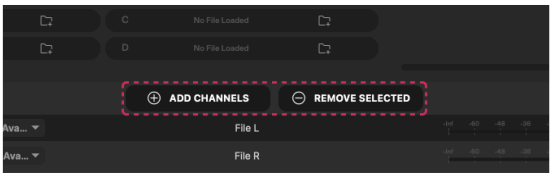


Figure 8. Add transmitter channels

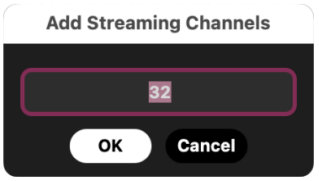


Figure 9. Select number of channels

You can add up to 128 streaming channels to the Transmitter. By clicking 'Add Channel' you will be greeted by a pop up window where you can enter how many channels you wish to add. A single channel can also be added by double clicking on an empty space in the Transmitter panel.

If you wish to remove channels you can select a channel or hold 'shift + click' to select multiple channels as a row. Alternatively to remove multiple individual channels, holding 'option + click' will allow you to select multiple channels to remove. Once selected simply click the 'Remove Selected' button.

8.2 Channel Configuration

By default, the LISTENTO Transmitter will automatically select the channel inputs for you. For example, creating 12 streaming channels, the input channels used will be inputs 1-12.

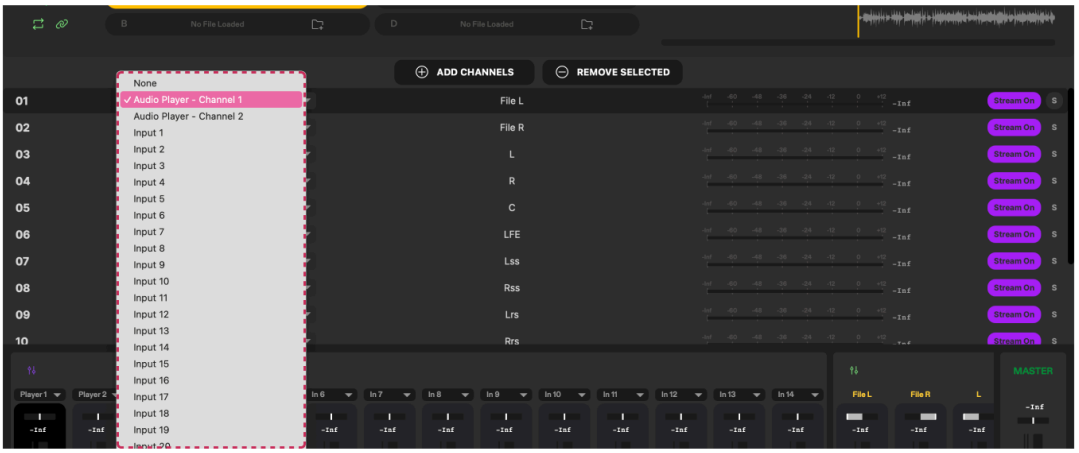


Figure 10. Add transmitter channels

You can select the input channels for the streaming channels by clicking on the input channel drop down and selecting the input channel you wish to assign to the streaming channel. See Key Commands below:

Assign the same channel for all inputs:
Mac: Option+Select
Windows: Alt+Select

Assign inputs in ascending order:
Mac: Option+Shift+Select
Windows: Alt+Shift+Select

When the Audio File Player has a media file loaded, the Audio File Player's channels will also be available in input selection.

Users can also assign custom stream channel names for their streaming channels.

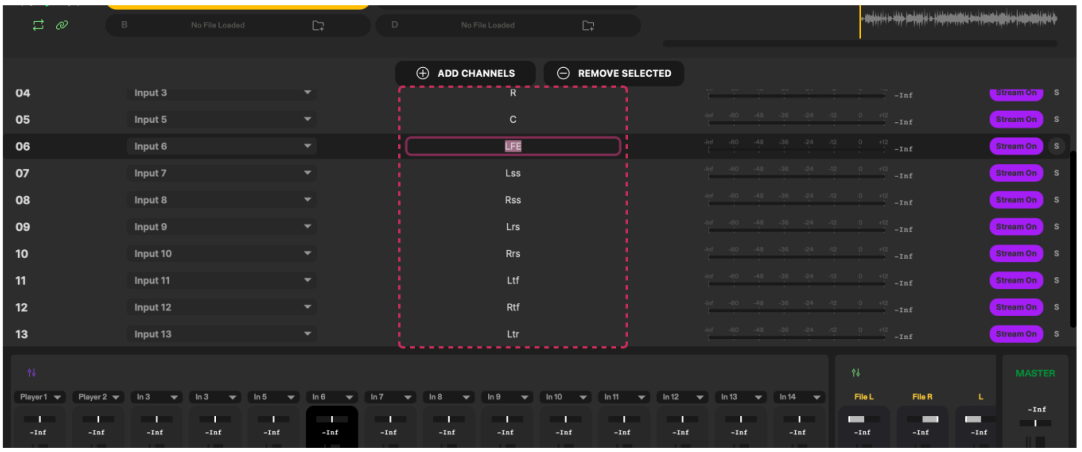


Figure 11. Naming stream channels

Custom channel names can be assigned by double clicking on the Stream Channel text in the Transmitter panel and then entering your desired stream channel name. In the above example the stream names are named to correspond with the discrete channels from a 7.1.4 Dolby® Atmos session. The unique Stream Channel names will be conveyed in the LISTENTO Receiver.

8.3 Audio File Player

The Audio File Player allows the Transmitter to select up to four different audio files for synced playback as part of a stream, for rapid A/Bing . The Audio File Player can play files with up to 128 channels of audio (combined across the four sources). The channels corresponding to the file's channel count will appear in the input selector.

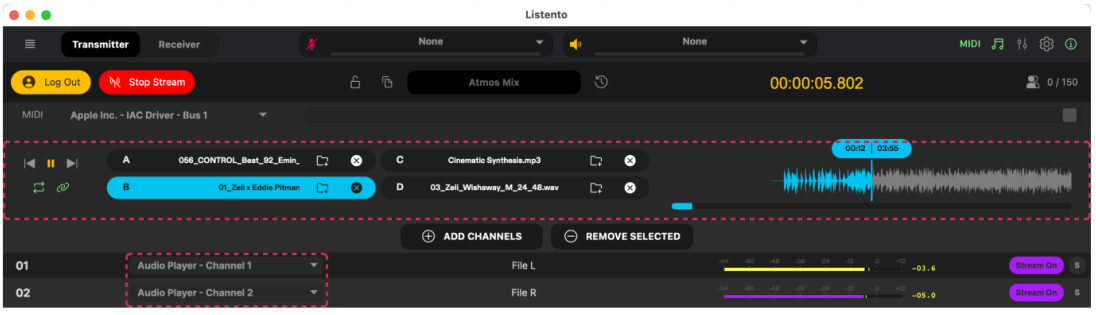


Figure 12. ABCD File Player

Users can point and click to the file they wish to be used in the Audio File Player.

Users will need to assign the Audio File Player as input channels in the Transmitter to stream the output of the Audio File Player. When audio files are

loaded into the Audio File player, you can click on any input channel you wish to correspond with the channels of the Audio File Player (up to 128 channels). You can see in the above example, the Audio File Player is assigned to channels 1 and 2.

Your collaborator will hear the audio from the file you have selected for playback. For example if File A is selected they will hear the audio from File A. The person receiving the stream cannot select which stream source they hear.

8.4 MIDI Transmission

A MIDI input device can be selected to transmit MIDI information from inside the LISTENTO Transmitter. This could be from a MIDI controller to transmit a part you are playing, or from a virtual MIDI port such as an IAC driver bus to bridge MIDI information from a DAW to the App such as MIDI Timecode or automation data. This is a Pro-only feature so if you are using LISTENTO with a LISTENTO Basic subscription, the option to stream MIDI will not be available.

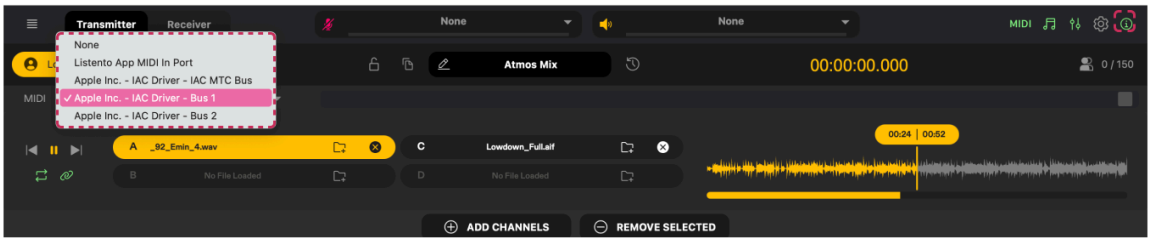


Figure 13. MIDI input selection

The MIDI input dropdown allows you to select from any available MIDI port on your system.

When MIDI is actively passing through the LISTENTO Application, the MIDI Activity Indicator will flash to indicate MIDI is passing through the Application and ready to be streamed.

8.5 Starting Your Stream

Once you have configured your streaming channels and MIDI input, you can now start your stream.

You will only be able to start streaming once you are logged into the Application.

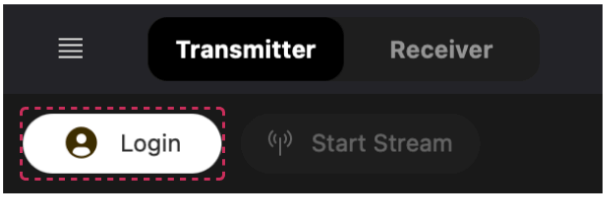


Figure 14. Click on login button

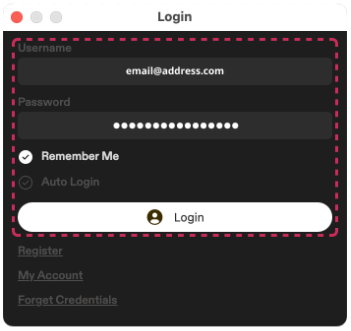


Figure 15. Enter login credentials

To login, click on the login button, and enter your Audiomovers login credentials.

If you have an active LISTENTO subscription or free trial, you will be able to login and start streaming without issue. You can also enable the auto login function to automatically log you into the Application upon launch.

Before starting a stream you can also name your LISTENTO session.

Figure 16. Enter custom session name

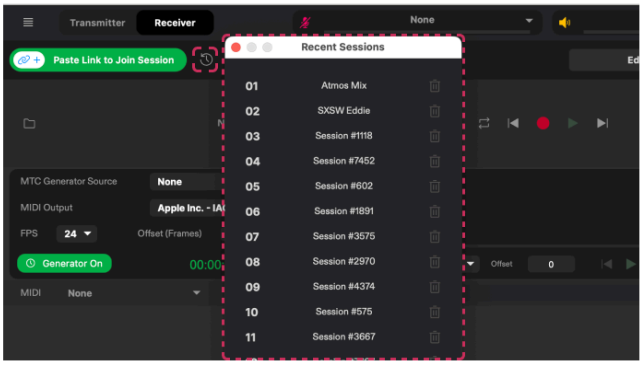


Figure 17. Select from recent sessions

Users can give each LISTENTO Stream a custom session name. Giving a LISTENTO stream a custom session name before starting your session will give you a unique LISTENTO streaming link once the stream has started. Once this link is created, it means whenever you log out and log back in from the same

account, the stream link will be the same if the same session name is used as before.

You can select from recent sessions by clicking on the Session Timer button next to the session name.

Once you have your session name set up, you can start streaming.

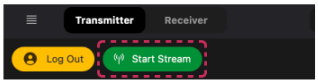


Figure 18. Click start streaming

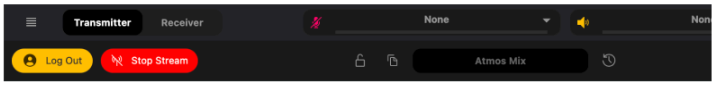


Figure 19. Stream is active

Click 'Start Stream' to activate your LISTENTO stream. Once active, you will no longer be able to change the LISTENTO session name.

The LISTENTO streaming link is automatically copied to your clipboard once a stream is started, this can be used to send to collaborators. You can also copy the LISTENTO streaming link by clicking on the button next to the session name. The Streaming link can also be pasted into the LISTENTO Receiver and/or a web browser.

8.6 Security Settings/Managing Attendees

LISTENTO has a variety of security features for transmission including password protection and Listener Approval.

Listener Approval:

Listener Approval can be enabled in the LISTENTO Application's settings window.

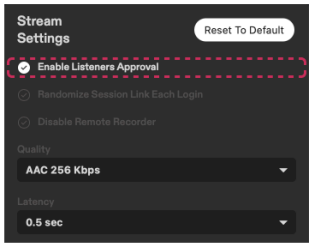


Figure 20. Enable listener approval in application settings

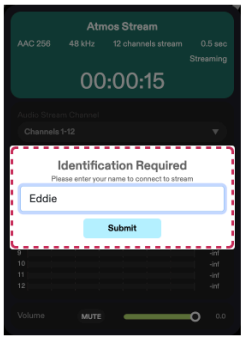


Figure 21. Enter name in receiver

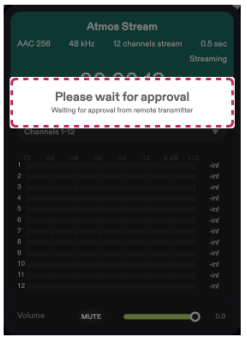


Figure 22. Wait for approval

By enabling Listener Approval, anyone with your LISTENTO stream link will be prompted to enter their name. They will not hear any audio from the LISTENTO Receiver until the Transmitter has granted access to the stream. *(refer to figures 21 & 22).*

The Transmitter will then be able to see attendees attempting to join your LISTENTO session in the Listener List Panel.

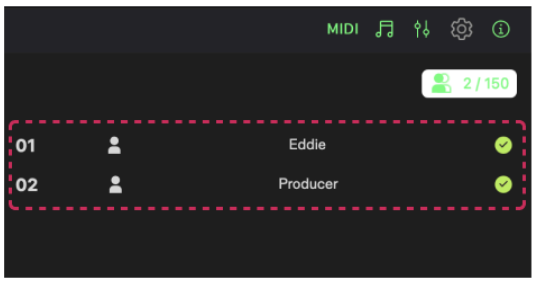


Figure 23. Click on the green checkmark to grant access to stream

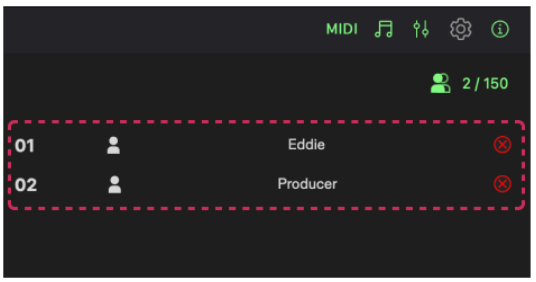


Figure 24. Click on cross to remove access

Clicking on the green checkmark will grant the attendee access to the LISTENTO stream. The red cross can be used to remove a listener's access to the LISTENTO stream.

Password Protection:

A user streaming can also set a password for a LISTENTO stream.

Figure 25. Set session password

Figure 26. Password set

Setting a password will require all listeners tuning in to the LISTENTO stream to enter the password set by the user who is streaming before being able to access the stream.

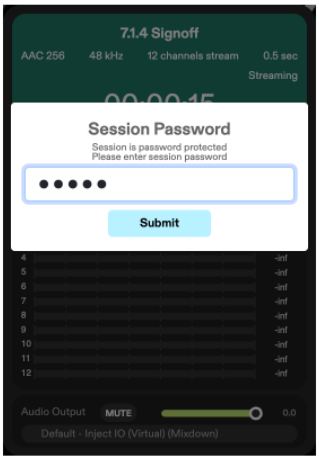


Figure 27. Enter session password (Web receiver)

Session passwords can be added or removed at any point during a LISTENTO stream by the Transmitter.

9. Receiving with LISTENTO

9.1 Connecting to a Stream

To receive a LISTENTO stream in the LISTENTO Application, head to the 'Receiver' window of the LISTENTO Application at the top left of the UI.

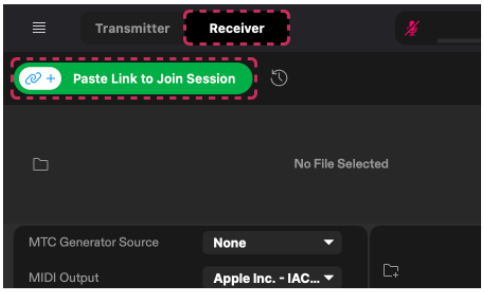


Figure 28. Connect to session

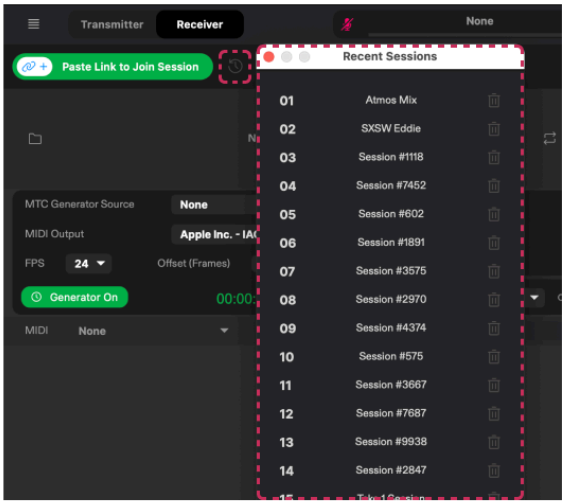


Figure 28. Connect from recent sessions

When you have received a LISTENTO stream link from a collaborator, you must paste the link into the Application using the 'Connect to Session' button in the Application's Receiver. Alternatively, if a session link is being reused, you can connect to recent sessions by clicking on the timer button next to the 'Paste Link to Join Session' button. Please note, you can only connect to recent sessions if the streaming link you wish to connect to is active.

Once connected to an active stream, the Receiver Channels will be added into the Application along with the LISTENTO session information.

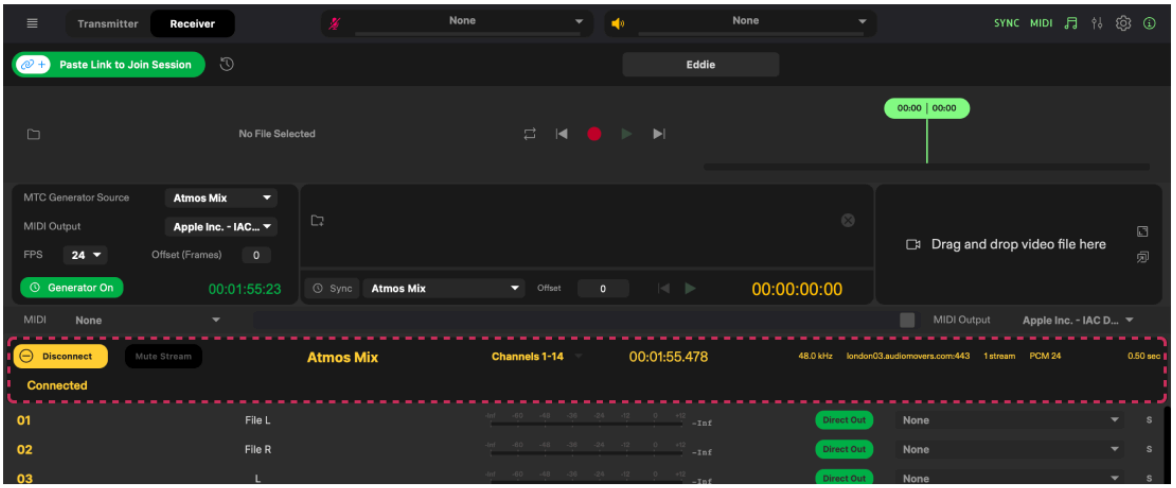


Figure 30. Stream connected

You will see the session name, number of channels, session timer, sample rate, server, audio format used for the stream and the latency of the stream.

You can connect to up to four LISTENTO streams simultaneously in the LISTENTO Application.

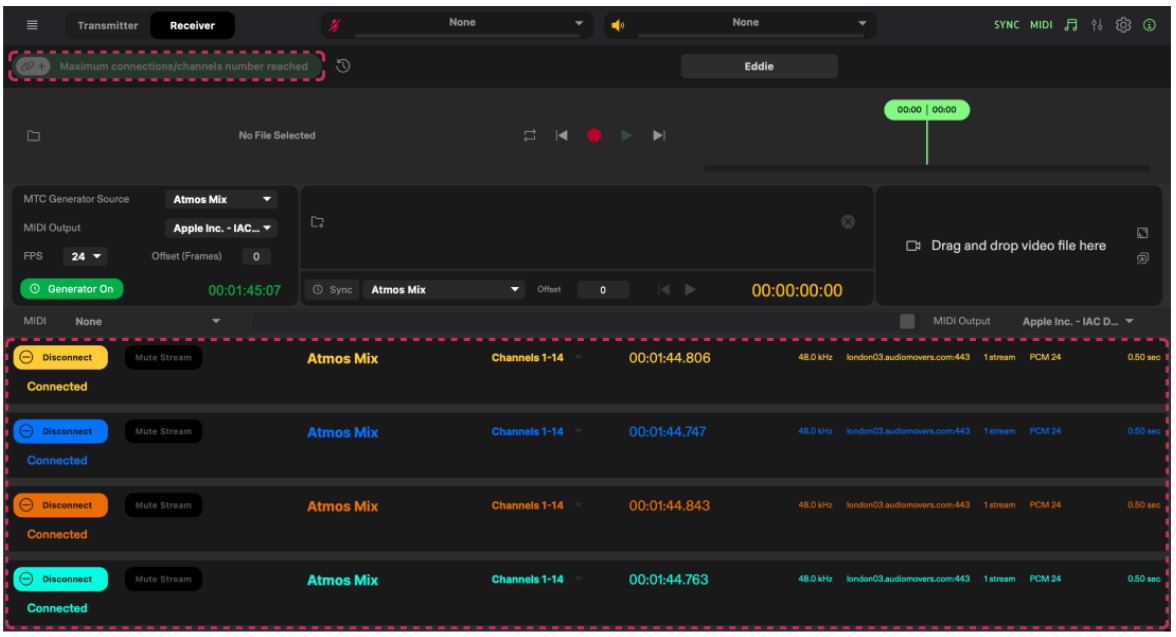


Figure 31. Connect to multiple LISTENTO streams simultaneously

Users can receive a maximum of four streams in the Application's Receiver, However, as the Receiver channel count is limited to 128 channels, once the 128 channel limit is reached you won't be able to connect to any more LISTENTO streams and the 'Paste Link to Join Session' button will no longer be available.

9.2 Configuring Output Channels

When connected to a session, the Receiver channels will appear in the middle of the Receiver panel showing channel number, custom channel names, output channel, level and peak meters and mute/solo buttons.

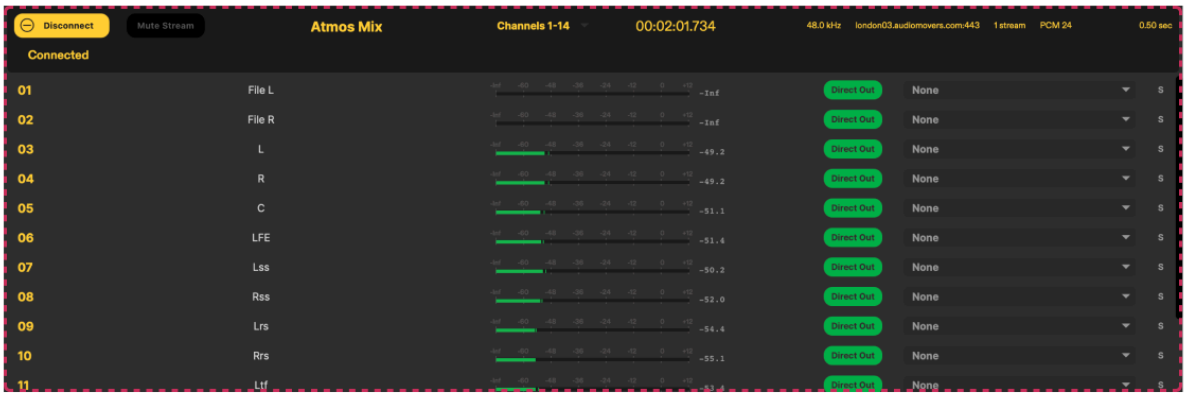


Figure 32. Receiver channels

Receiver channels can be assigned an output channel in the LISTENTO Receiver.

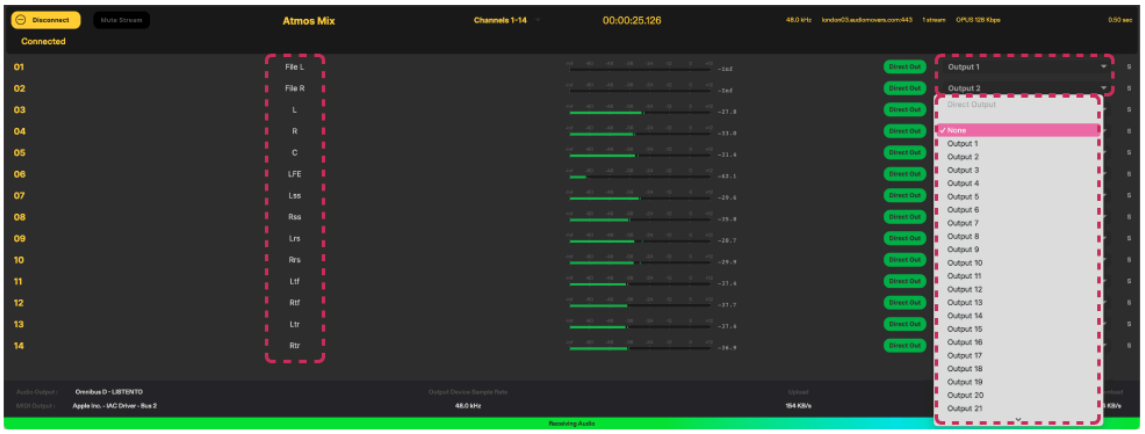


Figure 33. Configure output channels

Each Receiver channel from a LISTENTO stream can have an individual channel output assigned, the output will be selected from output channels available from the device that is assigned as the LISTENTO Application's output in the Application's Settings.

Custom channel names in the Transmitter will also appear in the Receiver to help you navigate the Receiver channels. In the above image you will see the channel names correspond to dolby atmos discrete channels.

Figure 34. Mute/solo receiver channels

Receiver channels can be enabled or disabled and solo'd for monitoring through the Application's master output in the Application's Monitor Mixer. The green on button indicates a Receiver channel is enabled to output audio from the LISTENTO stream to the assigned channel output.

Soloing channels will only output audio from the solo'd channel to their assigned direct output.

9.3 MTC Generator

The LISTENTO Receiver has a built-in MTC generator which can convert the session timer from an incoming LISTENTO stream to MIDI Time Code (MTC). The generated MTC can be used to sync any Application on your machine that supports external timecode sync/chase.

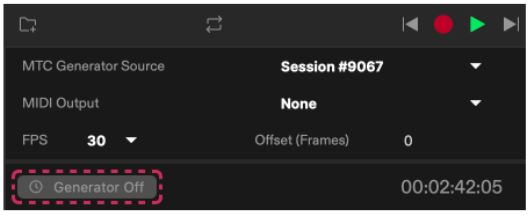


Figure 35. MTC generator disabled

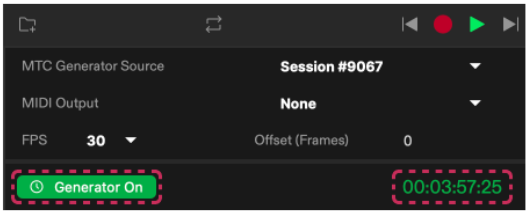


Figure 36. MTC generator enabled

To enable the MTC generator, simply click on the generator button and it will turn green and begin displaying the timecode of the incoming LISTENTO stream as HH:MM:SS:FF.

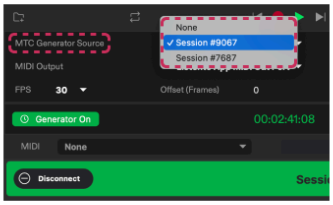


Figure 37. Select generator source

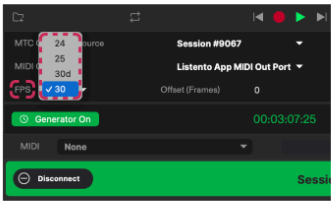


Figure 38. Select MTC frame rate

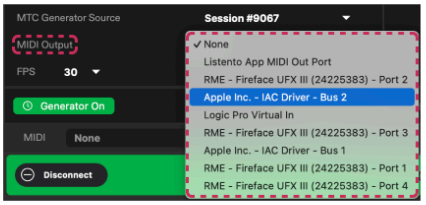


Figure 39. Select MIDI output

You will need to select the MTC generator source for the sync mode to function. This can be used when receiving multiple LISTENTO streams from different machines simultaneously to choose which stream you wish to generate the timecode from.

Users can then select the outputted MTC's frame rate and the MTC's output destination. This output destination can be any MIDI port on your system. If operating on Mac, LISTENTO comes with its own virtual MIDI port that can essentially be used as a bridge for the generated timecode to travel into the DAW or NLE you wish to sync with the incoming stream.

Figure 40. Enable MIDI port for sync in DAW

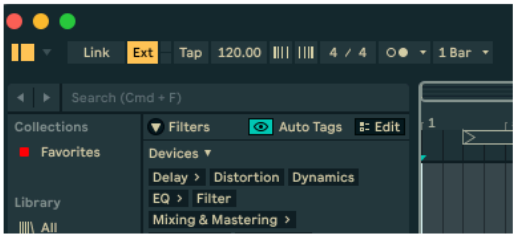


Figure 41. Enable external sync in DAW

To connect a DAW to the selected MTC output port, please refer to your DAWs user manual as each DAW has different settings for external sync. However, in the above example Ableton Live is being used. The MTC sync input device for the DAW will need to be selected as the device used to output MTC in the LISTENTO

App. Sync will then need to be enabled in the DAW to allow for remote synchronization.

9.4 Local File Playback

The LISTENTO Application's Receiver can use session timer information from an incoming LISTENTO stream to playback video files in sync.

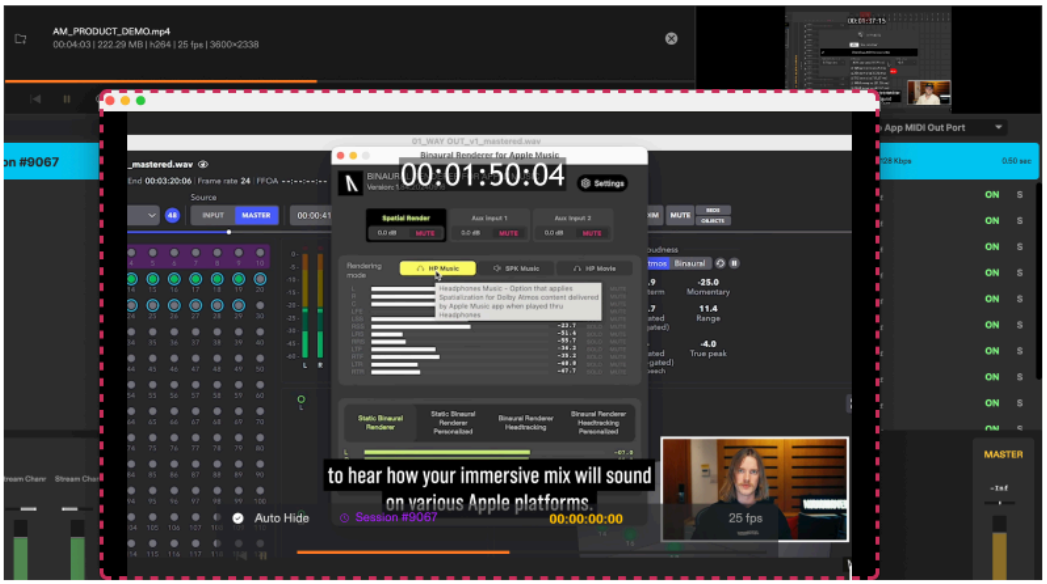


Figure 42. Video file player

LISTENTO's Receiver enables you to load or drag and drop video files from your machine into the Application and supports a variety of video formats. The Local Video File Player can be synced to external sources including the LISTENTO Session Timer from a Transmitter allowing you to sync your video file in time with a Transmitter's playhead.

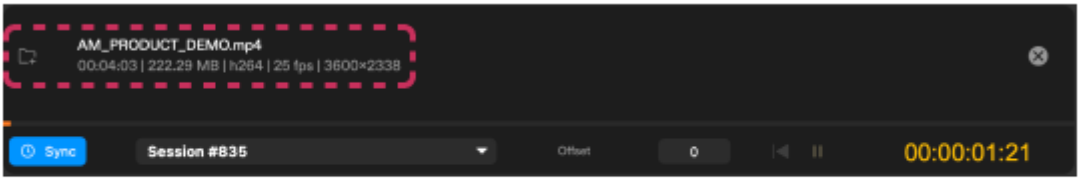


Figure 43. Selecting video file

Users can load or drag and drop video files they wish to sync to an incoming LISTENTO stream. Once selected, the video file will appear in the LISTENTO Receiver. It can either be played back on its own, or you can sync it to an incoming stream.

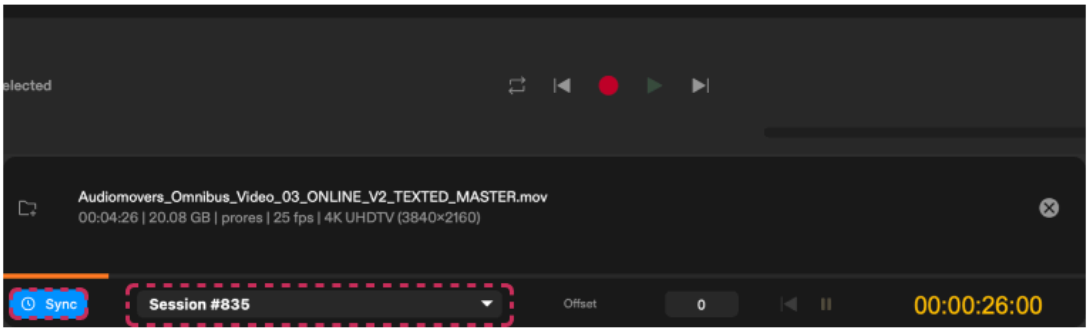


Figure 44. Selecting sync source

Once a video file has been brought into the Local Video File Player, users will then be able to select the LISTENTO stream they wish to sync the video to. This can be selected underneath the video import area.

Once the stream is selected, the sync button can be activated which will enable synced video playback for the video file.

9.5 Receiving MIDI

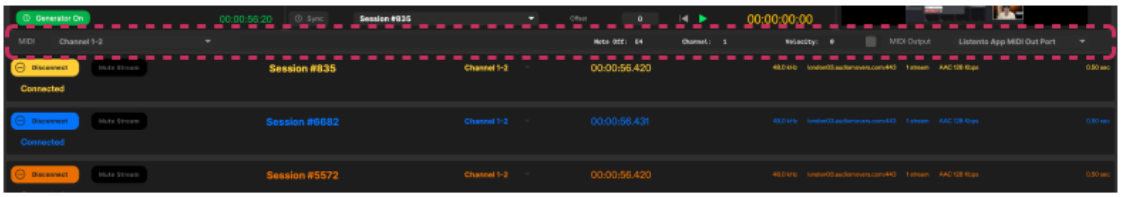


Figure 45. Receiving MIDI

The LISTENTO Application can receive MIDI streams. Unlike audio streams, users can only select to output one MIDI stream at a time.

The MIDI stream channels can be selected using the menu on the left of the MIDI tab once connected to a LISTENTO stream.

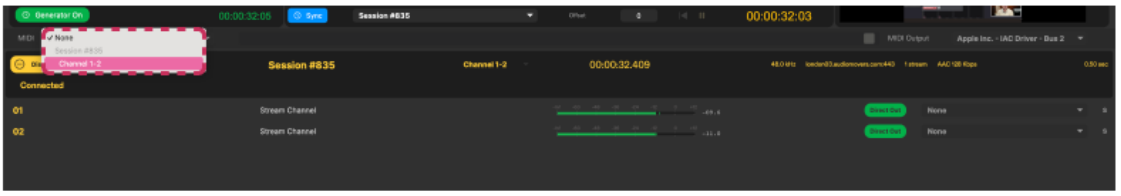


Figure 46. Selecting MIDI Stream

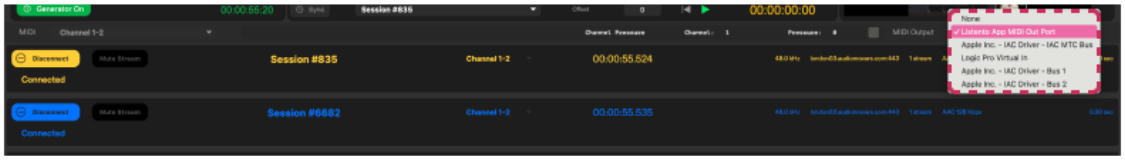


Figure 47. Selecting MIDI output device

The MIDI output device for incoming MIDI streams can be selected on the right of the MIDI tab. You will be able to select from any MIDI port connected to your machine. The LISTENTO Application on Mac also comes equipped with its own MIDI port for bridging MIDI from the App to DAWs.

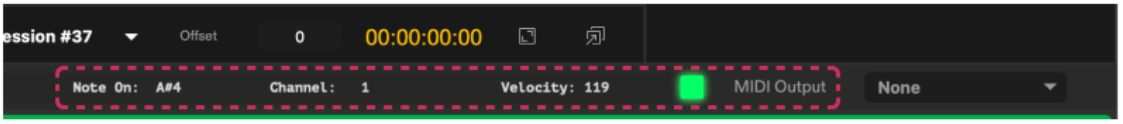


Figure 48. MIDI Activity Indicator

The MIDI Activity Indicator will flash green when MIDI information is active from an incoming LISTENTO stream. You will be able to monitor the message being passed through the LISTENTO MIDI Stream and see the note on, MIDI channel, the velocity and the green flash when active.

To see how you can bridge external MIDI from the LISTENTO Application to your DAW in order to receive MIDI in your DAW session, please refer to your DAWs user manual for utilising external MIDI in your session.

10. Guest Pass

Introduction:

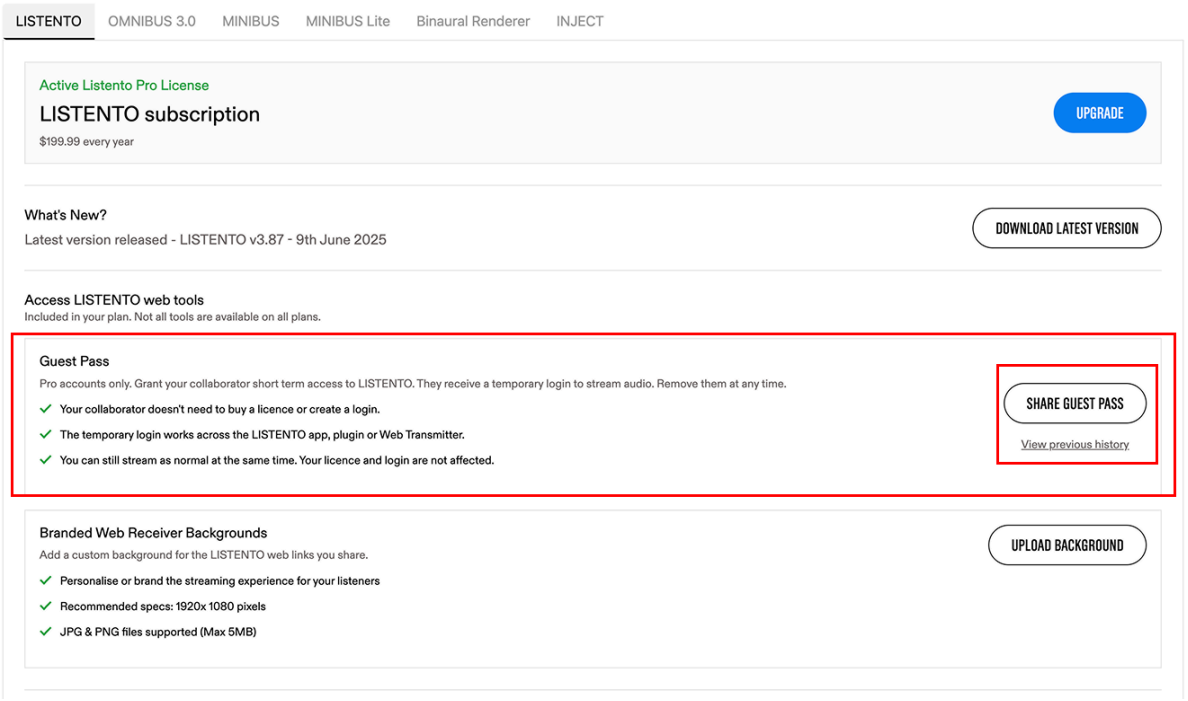
Guest Pass is a new feature available for LISTENTO Pro subscribers. Pro subscribers can now grant a collaborator short term access to LISTENTO. Each invitation has an active streaming window of three hours without your collaborator needing to buy a LISTENTO subscription or even create an Audiomovers account. This is great for working with collaborators when tracking be it instrumentals or vocal tracking/voice over work. As well as for teaching where instructors can allow access to their students to stream their DAW audio back to them.

This temporary login via Guest Pass works across the LISTENTO app, plugin and Web Transmitter.

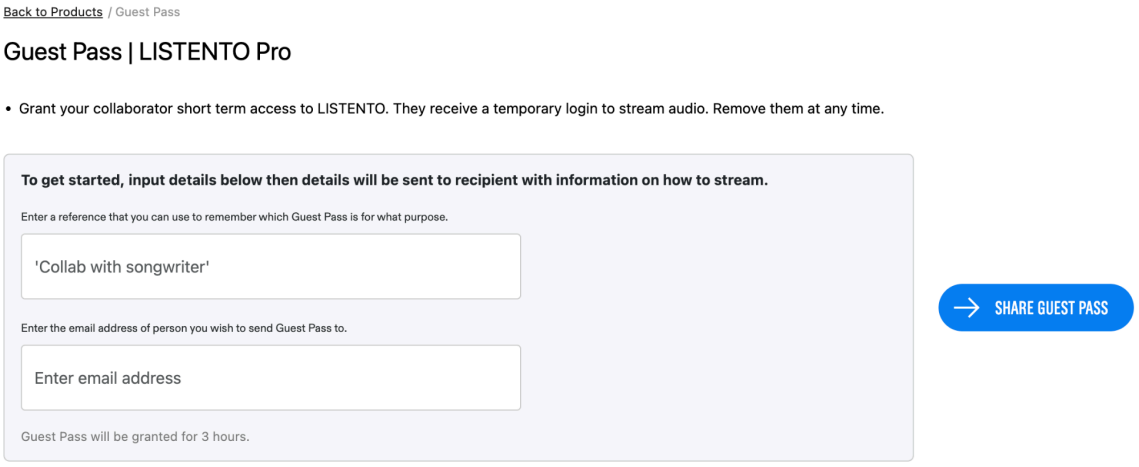
You can still stream as normal at the same time. Your licence and login are not affected.

Getting started with Guest Pass - Inviting your Collaborator:

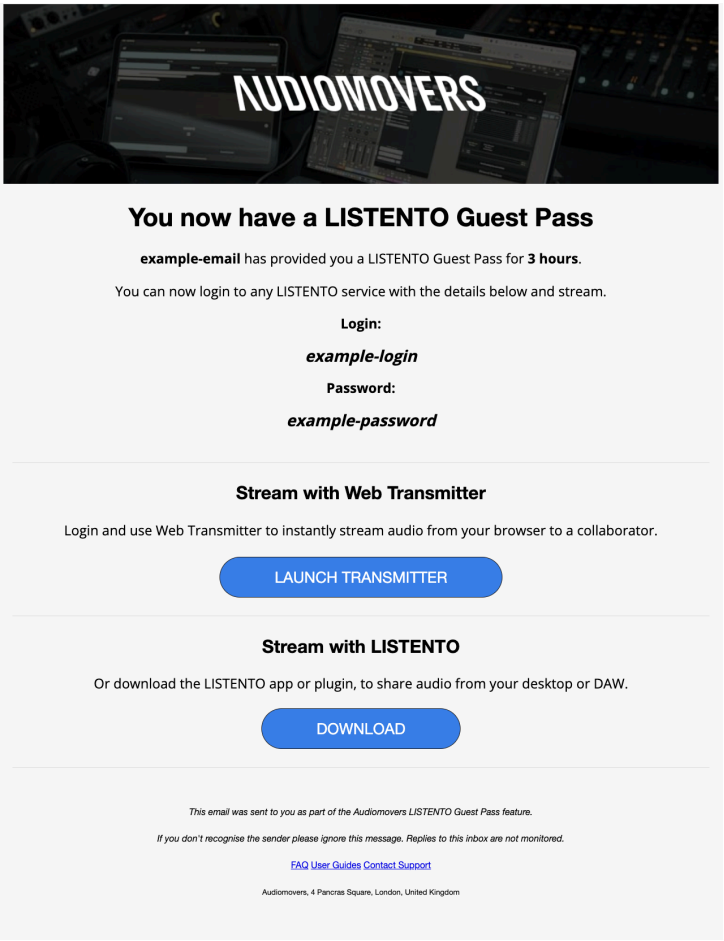
This feature can be accessed from the ‘Guest Pass’ section in your Account (you will need to login). Then, once you’re in the "Products > LISTENTO" area, scroll down to ‘Access LISTENTO web tools’ and you should see the option to use Guest Pass.



By clicking the 'SHARE GUEST PASS' button, you as the host will be redirected to the invitation page where you can enter the email address of your collaborator



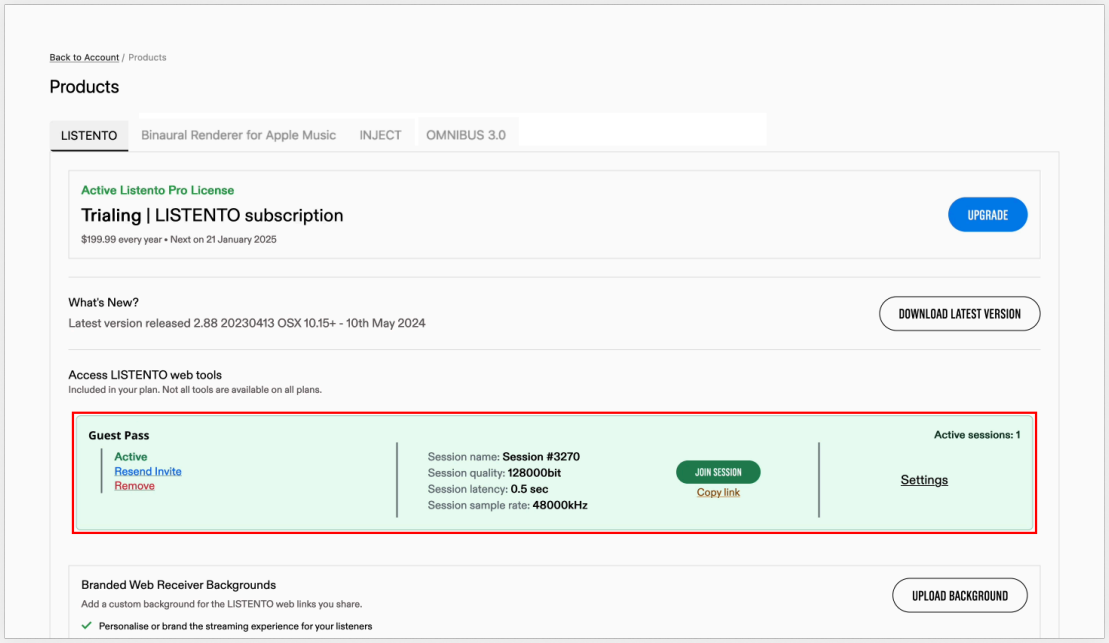
Once you share Guest Pass to your collaborator, they will receive an email with a temporary login for LISTENTO. This temporary login will be available for three hours and allow your collaborator to stream with all the features of LISTENTO Pro.



The login credentials in the email can be used to login to either the LISTENTO app, the LISTENTO transmitter plugin or Web Transmitter.

You can also view your collaborator's temporary login details by viewing the Settings tab once you've sent your invite.

Once a Guest Pass session has become active, 'Hosts' will see when their collaborator has started an active stream, you will also see the session name, audio quality, latency and sample rate.



Only one Guest Pass session can be run at a time and runs for three hours.

Host's can also disable Guest Pass at any time by clicking on the remove button when a Guest Pass session is live.

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