

AUDIOMOVERS



INJECT QUICK START USER GUIDE





Contents

1.	What is INJECT?	3
2.	Supported formats, hosts and installation locations	4
3.	Uninstalling INJECT	5
4.	Getting started with INJECT	
4.1.	Understanding the UI	7
4.2.	External input/output settings	8
4.3.	Utilising the built in recorder	9
4.4.	Local thru	10
4.5.	Plugin disabled	11
4.6.	The INJECT IO driver	12

*CREATIVITY
UNINTERRUPTED*

1. Supported formats, hosts and installation locations

Default Plug-in Installation Locations

Mac OS

- /Library/Audio/Plug-Ins/VST
- /Library/Audio/Plug-Ins/VST3
- /Library/Audio/Plug-ins/Components
- /Library/Application Support/Avid/Audio/Plug-Ins

Windows OS

- AAX
- C:\Program Files\Common Files\Avid\Audio\Plug-Ins

VST 3

- C:\Program Files (x86)\Common Files\VST3 64 bit Windows

VST2

- C:\Program Files\VSTPlugins VST2
- Service files
- C:\Program Files\Audiomovers

Supported plug-in formats

INJECT Plug-in

- AAX, AU, VST, VST3
- Mac OS X 11+ 64 bit
- Windows 10 64 bit

You can download it on our website
<https://audiomovers.com>

Supported DAWs/hosts

Logic Pro X, Pro Tools 12 and up, Ableton Live 9 64 bit, Ableton Live 10

- Other hosts may work but weren't tested.
- Some hosts won't work with the INJECT plug-in if they don't support third-party plug-ins. For example: Pro Tools First or Presonus Studio One Prime.

INJECT Recordings Location:

- macOS computers:
Users\Current
User\Documents\listento_recordings
- Microsoft Windows computers:
C:\Users\Current
User\Documents\listento_recordings

2. Uninstalling INJECT

Mac OS

To uninstall, INJECT use the INJECT uninstaller

To manually uninstall INJECT, you will need to remove it manually from the default installation folders

/Library/Audio/Plug-Ins/VST
/Library/Audio/Plug-Ins/VST3
/Library/Audio/Plug-ins/Components
/Library/Audio/Plug-ins/HAL
/Library/Application
Support/Avid/Audio/Plug-Ins

Windows OS

You will need to open Apps & features and uninstall INJECT Audio Plug-in

3. What is INJECT?

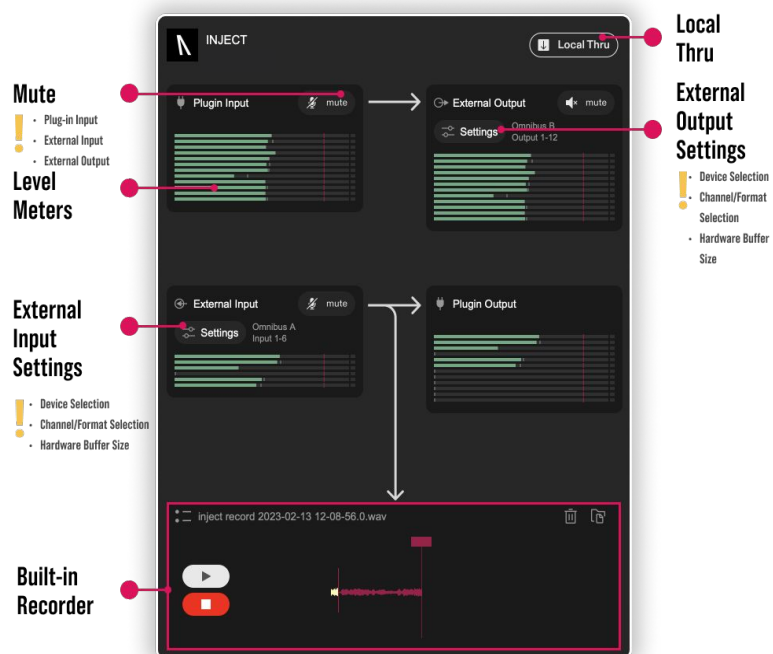
INJECT is a plug-in for both Mac and PC that allows you to inject multi-channel audio both in and out of any DAW allowing for seamless hardware/virtual audio device and DAW integration.

INJECT allows users to:

- Streamline workflow when working with external devices
- Send audio to and from applications
- Send audio to and from USB audio devices
- Drag and drop audio into your DAW from INJECT's built in recorder

INJECT allows you to bring multiple USB audio devices and audio sources in and out of your DAW through one simple plugin, INJECT also comes equipped with it's own virtual driver.

Please note: The INJECT driver can only be used in conjunction with the INJECT Plugin





Getting started with INJECT

4. Getting started with INJECT

1. Understanding the UI

1. External Input:

The external input allows you to bring audio into the plugin from any audio device.

2. External Output:

Send audio from your DAW to external virtual and hardware audio devices.

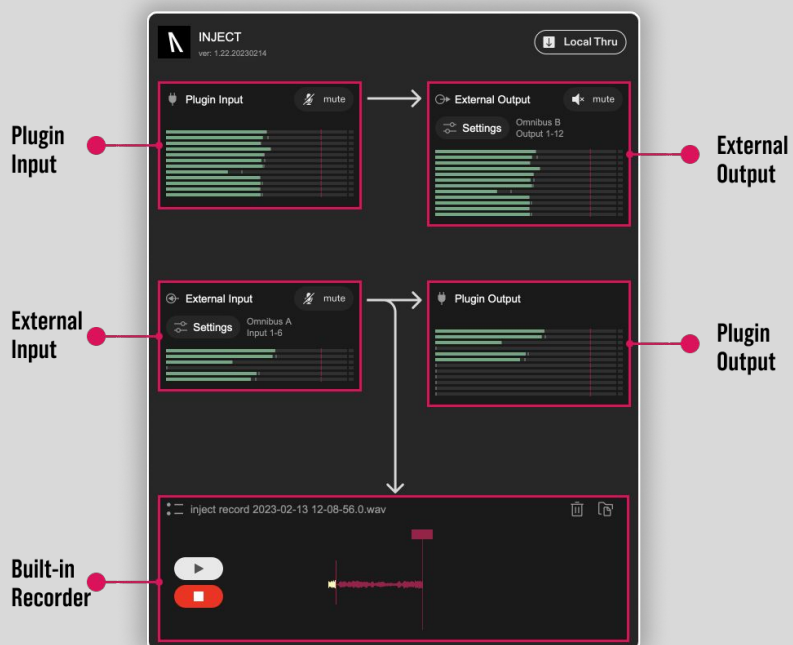
3. Local Thru:

Thru the INJECT plugin's input straight to the plug-in output. External inputs will still be routed to INJECT's built in recorder as well as plug-in input to plug-in output.

4. Built in recorder:

Record multi channel audio (up to 16 channels) from any external input be it usb audio interfaces or synths or virtual audio drivers directly into INJECT's built in recorder.

You are able to switch between audio recordings in the plug-in and drag and drop said audio files into your DAW.



4. Getting started with INJECT

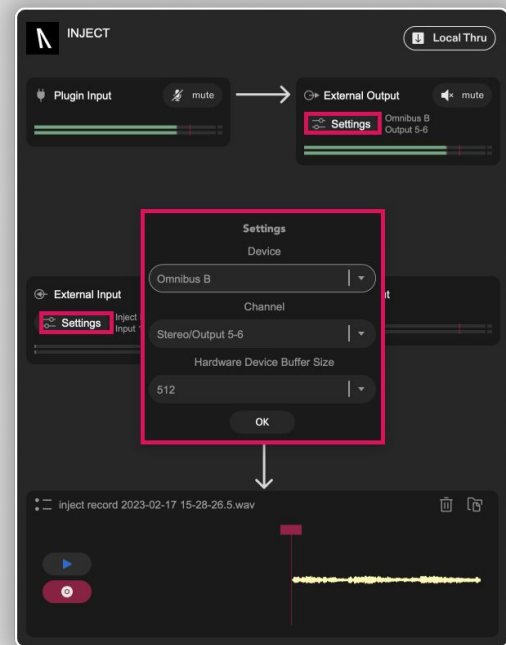
2. External Input/Output settings

External Input/Output:

INJECT allows you to send audio into and out of your DAW to different virtual or hardware audio devices.

Steps:

- Insert INJECT on selected track/bus/output
- Select 'settings'. This opens up the settings window
- Choose which audio device you wish to send/receive audio through.
- Select your buffer size for external hardware devices (15-4096)



4. Getting started with INJECT

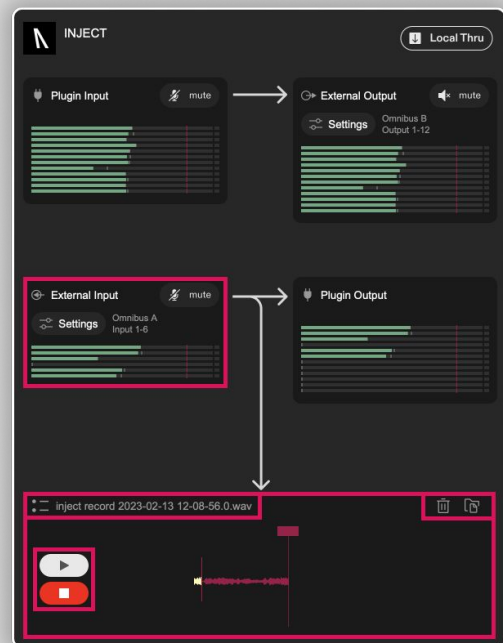
3. Utilising the built-in recorder

Built In Recorder:

Any external input selected will also be routed into INJECT's built in recorder allowing you to record up to 16 channels of audio internally with one instance of the plugin. You can select your INJECT recordings directly from the recorder and then drag and drop your recordings into your DAW

Steps:

- Insert INJECT on selected aux/bus track
- Choose external input settings
- Press record button to record directly to the built in recorder
- Click again to stop recording
- Select previous recordings from the recording selector at the top right of the built in recorder



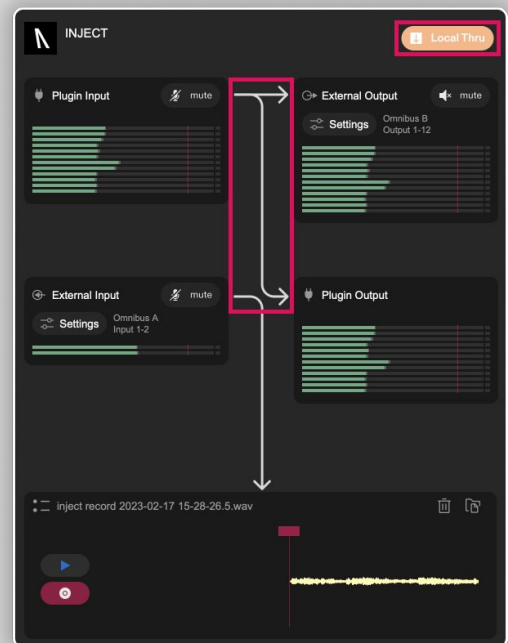
4. Getting started with INJECT

4. Local Thru

Local Thru:

When sending your master bus' audio to an external output with no local playback, enable the local thru button on the top right of the UI

This allows you to send your DAW's audio to an external audio device as well as pass through the plugin.



4. Getting started with INJECT

5. Plugin Disabled

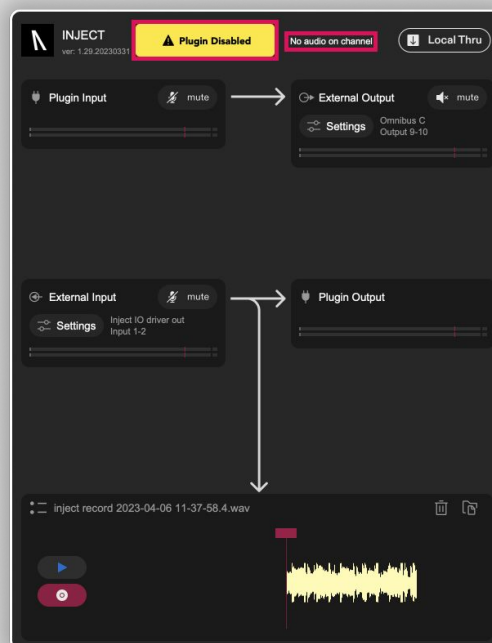
Plugin Disabled:

INJECT runs as an audio effect in your host DAW. Most daws have a feature called dynamic plugin processing. This feature will disable plugins after a while when no audio is passing through to save on CPU load.

You can stop this from occurring by setting a live audio input into the AUX or audio track you have INJECT inserted on.

If INJECT is on your master bus, simply start your playback for audio to pass through to enable the plugin

In Pro Tools you can avoid this by disabling dynamic plugin processing.



4. Getting started with INJECT

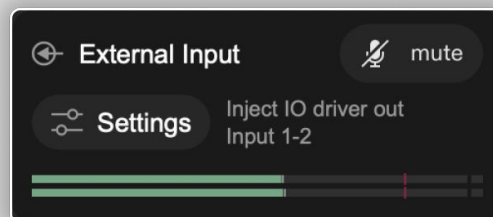
6. The INJECT IO Driver

INJECT IO Driver:

INJECT comes with its own stereo virtual driver that can be used as an external input and output.

The INJECT driver can only be used with the INJECT Plugin. The INJECT driver can be used as an input source for applications such as Zoom, Teams and even Audiomovers' Web Transmitter.

The INJECT driver can also be used as an audio output for applications and as your computer's output to easily bring external audio from your computer into your DAW as well as into the INJECT built-in recorder



Have more questions about INJECT or Audiomovers?

Head to —

<https://audiomovers.com/help>

Alternatively, please contact us at contact@audiomovers.com

All product names, logos, and brands are property of their respective owners.
All company, product and service names used in this guide are for identification purposes only.

Copyright © 2025 Audiomovers LLC, All rights reserved.