

dialog audio



Live  
~~User Guide~~  
[SHORT BETA GUIDE]

V1.0

Dialog Audio  
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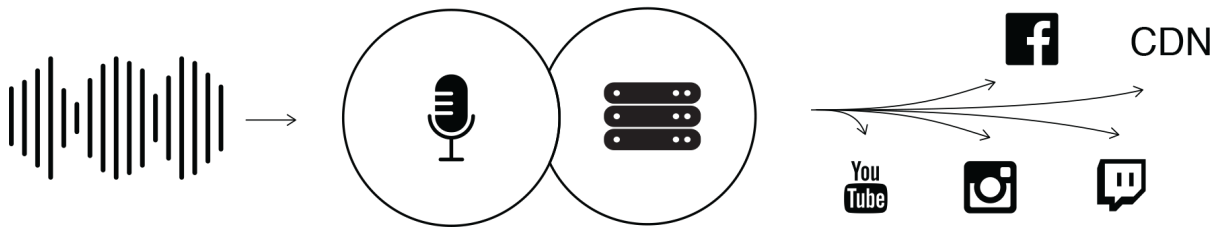
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# 1 Introduction

Live is a stream service that simultaneously streams live audio streams to multiple destinations. Depending on requirements, the stream can be set to HTTP-based streaming, that makes the stream available to the

listeners via an URL, or the stream can be sent to third party streaming server that make the stream available on e.g. social media channels.



## 2 Installation

### 2.1 Mac OS X

#### Requirements

- OSX 10.7 or higher with Intel Processor

#### Install

Download LiveProcessor\_V\*\_Mac.zip, unpack and run the installer. The installer will copy the software into the appropriate directory.

#### Uninstall

- Delete the software in following directories:  
/Applications/Live Processor.app

### 2.2 Windows

#### Requirements

- Windows 7 or higher
- Pentium V or higher processor, or an AMD equivalent

#### Install

- Download LiveProcessor\_V\*\_Win.zip and unpack.  
Run Install\_VST\_32bit.exe for the 32 bit version or Install\_VST\_64bit.exe for the 64 bit version.

The wizard will guide you through the installation and allows you to choose the directory path where you want to install the plug-in. If you do not choose a directory the standard directory will be /Program Files/Dialog Audio/Live Processor and /Program Files (x86)/ Dialog Audio/Live Processor for the 32bit versions on a 64bit operating system.

#### Uninstall

- Run the uninstaller in directory where you have installed the software.

## 3 Prerequisite

To be able to use the software, you need a valid stream license and you have to be registered. This usually happens in one step while you are purchasing your first stream license or e.g. register for a beta test program. You need the login data provided during the registration process to log in to the software.

1.

Register for the beta test program.

<https://dialogaudio.com/live>

2.

Download Live Process

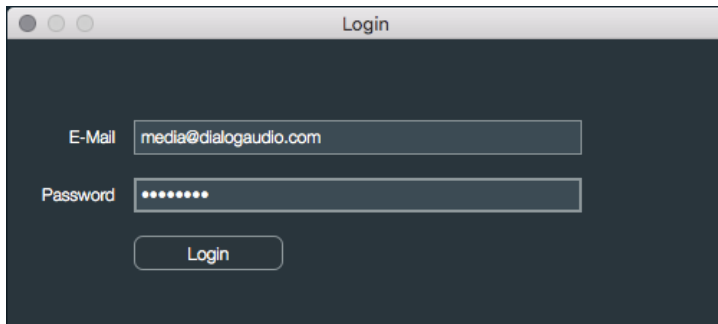
<https://dialogaudio.com/download.php>

## 4 Quick Start Guide

Once you are registered and have downloaded the Live Processor you can start streaming. To do so launch the Live Processor on your computer and follow the steps below.

### 4.1 Login

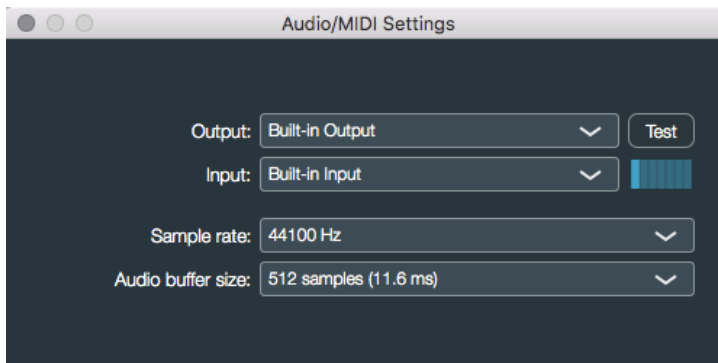
First you have to log into the software. If you are not logged in and start the software, you will automatically be shown a login window. To log in manually you can go to Account > Login to open the login window.



### 4.2 Setup Audio Device

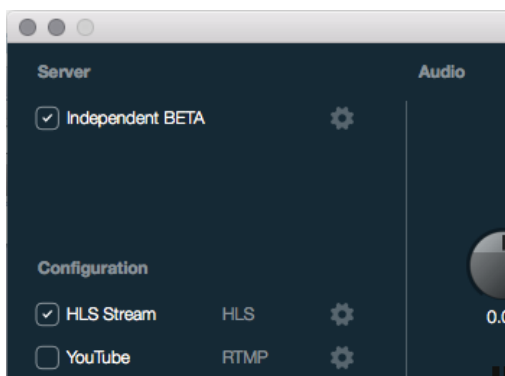
You can make your audio settings via Settings > Audio. Choose your input device from which you will get the audio signal to stream. Please note that we currently only support stereo input signals with the sample rate 44.1kHz or 48kHz.

If you need output monitoring, you can choose your output device.



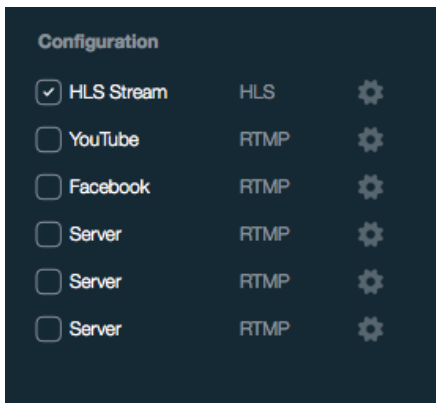
### 4.3 Select Server

As soon as you are logged in, your stream server licenses will appear on the left. Choose the license you want to stream from.



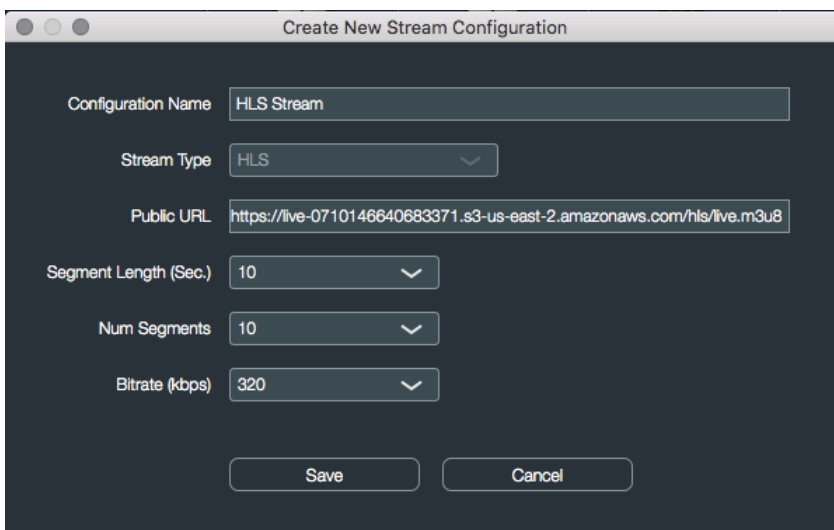
## 4.4 Select Destination

As soon as you have selected a valid stream license, all available destinations that you can configure appear. Select each destination to which you want to stream.



### 4.4.1 Selecting HLS

To stream HLS, select the appropriate checkbox. You can then use the gear icon to open the HLS settings window to make settings.

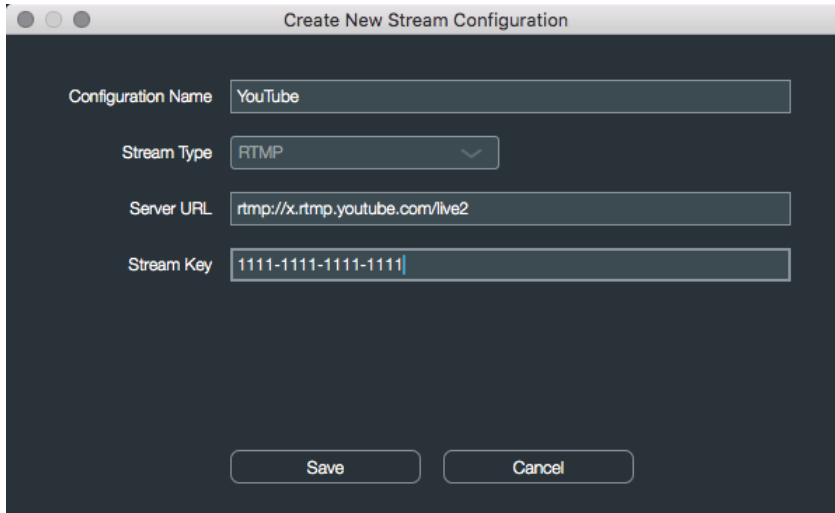


The public URL field shows the URL over which your audience can access the stream. You can send/publish this URL to all of your listeners.

HLS streams can be played via most browsers, but dedicated player software such as VLC can also play such URL's.

### 4.4.2 Selecting RTMP

RTMP streams to other web servers such as social media servers etc. If you want to stream to your e.g. YouTube or Facebook profile, you have to configure an RTMP destination before you can select the checkbox.



Configuration Name: YouTube

Stream Type: RTMP

Server URL: rtmp://x.rtmp.youtube.com/live2

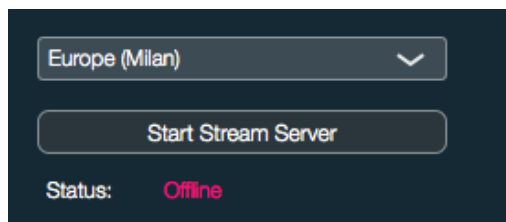
Stream Key: 1111-1111-1111-1111

Buttons: Save, Cancel

To stream to a RTMP server you usually need a URL and a stream key. Each platform is a bit different and a URL may contain already a key.

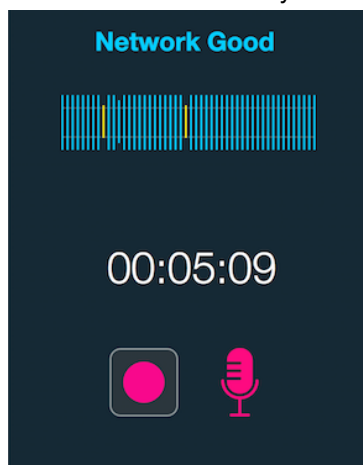
## 4.5 Server Endpoint & Start

An endpoint is the data center where your stream server is started. The faster the stream data gets to the end point, the less latency and greater reliability you will have. As a rule of thumb, the closer the end point, the faster the data is transmitted. The Live Processor usually tries to find the fastest end point on its own, but it is good if you check which one has been selected. It can also happen that the automatic selection does not work on a system, then you have to choose the closest point yourself. Once you have setup you destinations and checked the endpoint you can start the stream server. When you are done with streaming stop the stream server to avoid additional charge.



## 4.6 Start, Stop, Stream

Once you have started your stream server you are ready to stream the audio signal. Press the record button to do so. While you are streaming a monitor indicates your current stream health.





## 4.7 Levels & Meters

To adjust and monitor your audio signals each channel is equipped with a volume and pan control as well as true peak meters. The stream output channel has additionally a RMS (root mean square) meter.



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