Big Talk Button User Guide

v.1.5.2

Introduction

Thank you for purchasing Big Talk Button. This User Guide will help you get up and running quickly.

Modern in-the-box audio recording and mixing has eliminated the need for expensive outboard gear and hardware.

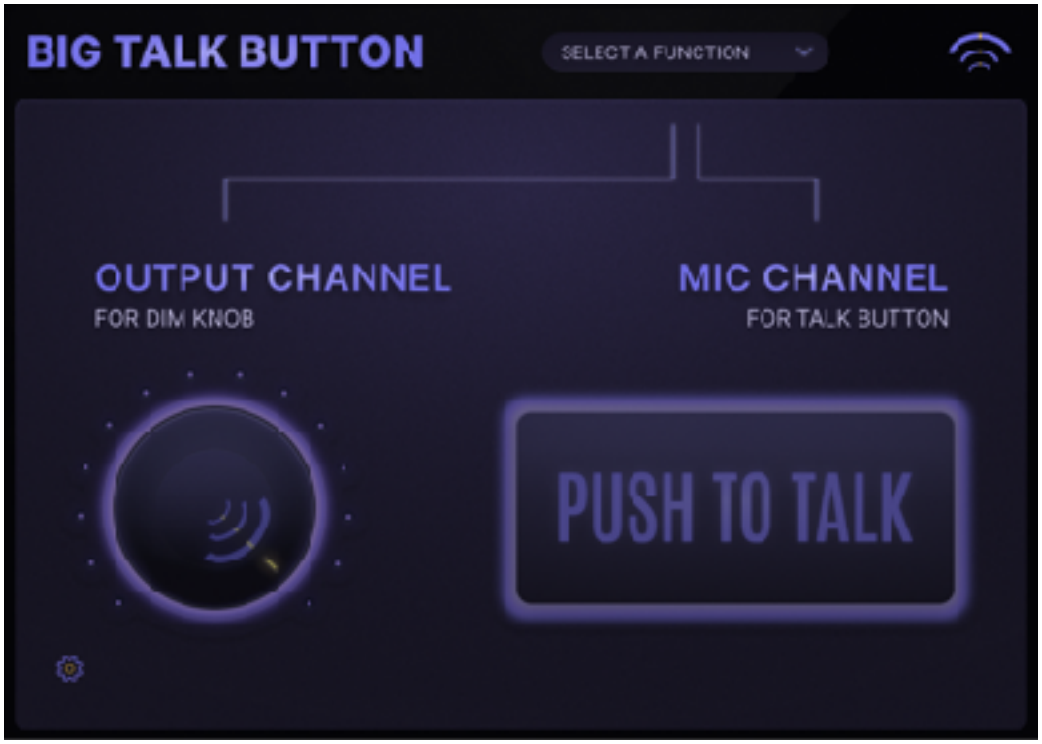
But no mixing consoles can mean no handy talkback buttons! Engineers, producers, podcasters and other people who record audio are left to cobble together solutions with sidechained compressors and gates, or forced to use microphones with on/off switches. Rack-mounted audio interfaces with physical buttons might not be conveniently located. Dedicated software solutions are either prohibitively expensive or lack manual features.

That's where Big Talk Button comes in.

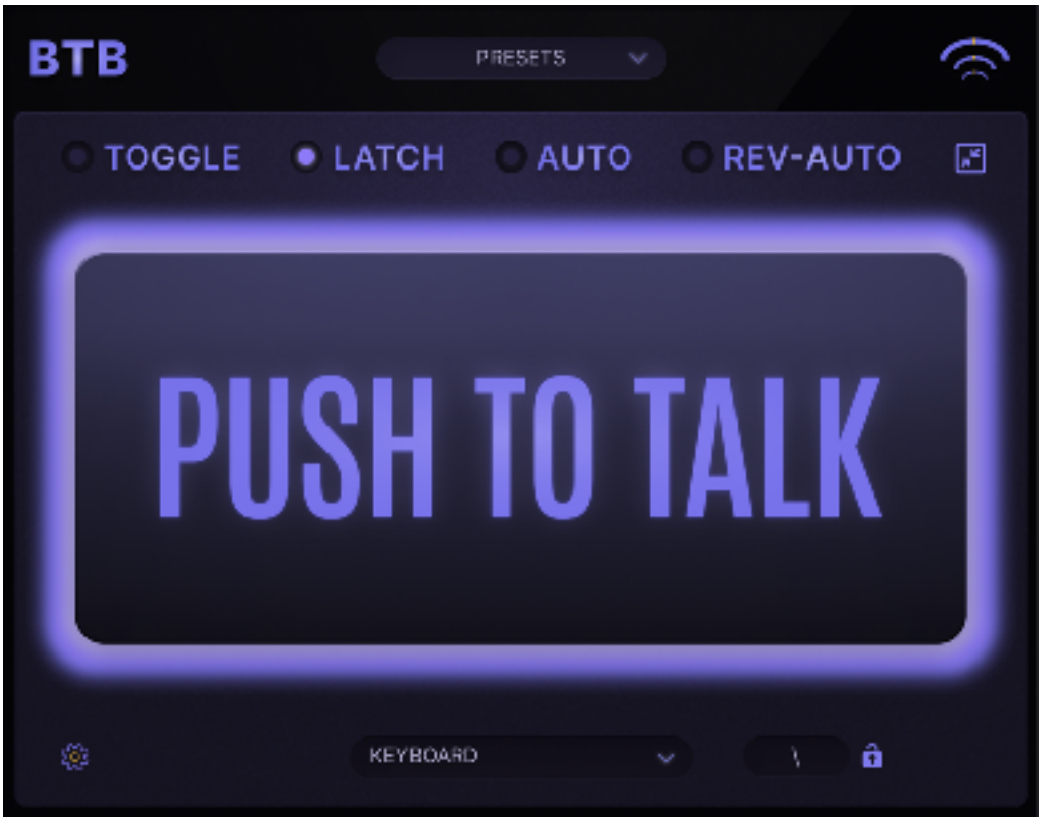
Big Talk Button brings console-style talkback to any DAW that can use AU, VST3, and/or AAX plugins, on MacOS and Windows. Big Talk Button is also Apple Silicon-compatible.

Interface

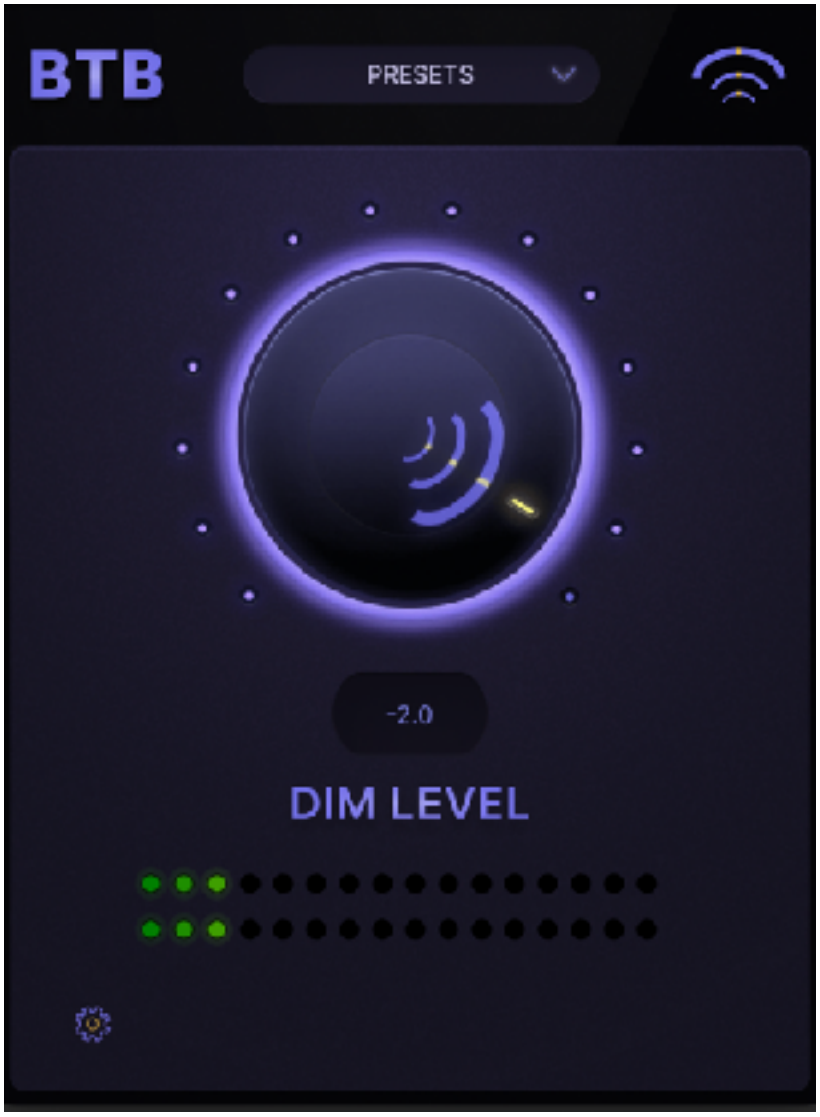
Instantiation Window



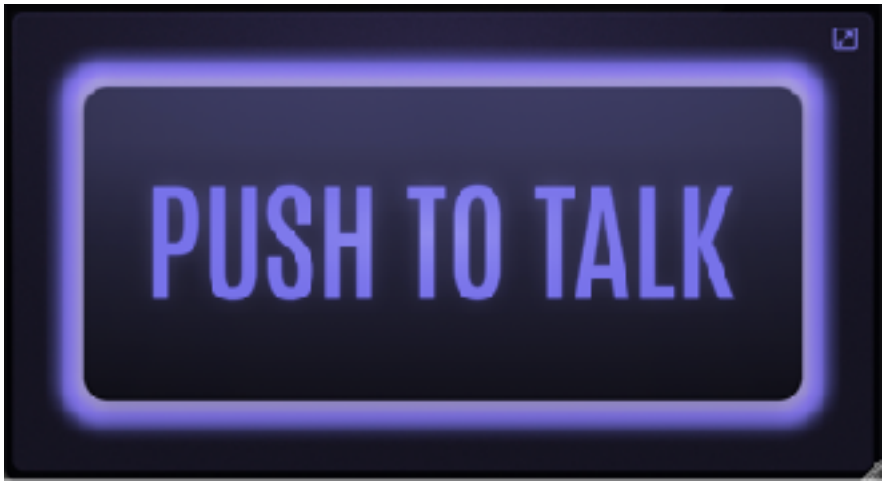
Mic Channel Window



Output Channel Window



Compact Mode



Setup

Set up your DAW session with a minimum of the following tracks/channels:

1. A mono track/channel for a microphone
2. Mono or stereo output track(s)/channel(s) to speakers/headphones, etc.

Add one instance of Big Talk Button on a track with a microphone, and one instance of Big Talk Button on your output channel(s). Only one instance of Mic Channel is permitted; multiple instances of Output Channel are permitted, and each can have different Dim Levels. All instances of Output Channel will respond when you engage the Push to Talk Button.

When instantiated, the functions of Big Talk Button are inactive. Start by choosing a Plugin Function:

- To use the Push to Talk Button with your microphone, use the Mic Channel by clicking on the Push to Talk Button image, or choose Mic Channel from the dropdown menu.
- To set the dim level for your headphones or speakers, use the Output Channel by clicking on the Dim Knob image, or choose Output Channel from the dropdown menu.

When you choose Mic Channel:

- The Mic Section of Big Talk Button becomes visible.
- When the Mic Section becomes active, the Mic Channel is muted.
- When the Mic Section becomes active, the default behavior of the Push to Talk button is Toggle Mode, with your Mouse as the Trigger..

The Push to Talk button has four (4) engagement modes:

1. **Toggle (default)** - when pressed and held down, the Push to Talk Button opens (un-mutes) the Mic Channel. Audio output to the headphones/speakers is dimmed based on the User's setting as set on the Output Channel instance of Big Talk Button. The Mic Channel remains open until the Push to Talk Button is released.

2. **Latch** - when pressed, the Push to Talk Button opens (un-mutes) the Mic Channel. Audio output is dimmed based on the User's setting as set on the Output Channel instance of Big Talk Button. The Mic Channel remains open until the Push to Talk Button is pressed again. You do not need to hold down the Push to Talk Button while speaking.

3. **Auto** - this mode is transport-dependent. When the User clicks the Auto button, Auto mode becomes active, the Mic Channel is un-muted, and audio output to the speakers/headphones is dimmed based on the User's settings. When the transport is activated (the DAW is recording or playing back), the Mic Channel is automatically muted. If the User presses the Push to Talk Button, the Mic Channel is un-muted for the duration of the press, and audio output to the speakers/headphones is dimmed based on the User's settings. When the transport stops, the Mic Channel is un-muted and the instance of Big Talk Button on the Output Channel is engaged; audio output to the speakers/headphones is dimmed based on the User's settings.

4. **Reverse-Auto (RevAuto)** - this mode is transport-dependent. When the User clicks the RevAuto button, RevAuto mode becomes active, and the Mic Channel remains muted. When the transport is activated (the DAW is recording or playing back), the Mic Channel is automatically un-muted, and the instance of Big Talk Button on the Output Channel is engaged; audio output to the speakers/headphones is dimmed based on the User's settings. If the User presses the Push to Talk Button, the Mic Channel is muted for the duration of the press and audio output is no longer dimmed based on the User's settings. When the transport stops, the Mic Channel is muted.

The Push to Talk Button can be triggered in three (3) ways:
1. **Mouse (default)**
2. **Computer Keyboard**
3. **MIDI Controller**

Big Talk Button has Global Keyboard key control. The keyboard key the User chooses as their trigger key will still work in other applications, like Zoom or Google Docs, etc. *It is the User's responsibility to choose a Keyboard Trigger key that will not conflict with their DAW's keyboard hotkeys and shortcuts. More information about Global Key can be found in Appendix 1.*

When the user has chosen MIDI Controller, they can enter a single MIDI key or pad to act as a trigger for the Push to Talk Button. Alternatively, they can enter the letter "A" (or "a") and all MIDI keys/pads will work as triggers. MIDI Trigger can be used on any type of track, not just MIDI or Instrument tracks.

Windows 10*: MIDI trigger may not work if your DAW has already claimed the device. The only workaround is to disable the MIDI device in your DAW's settings if your DAW supports it.*

Mic Channel also has a **Compact Mode** that reduces the size of the plugin window and eliminates the menus and toggle buttons. Enter this mode by clicking on the button on the upper right hand

side  . When in Compact Mode, return to full-size by clicking on the button on the upper right hand side  . In Compact Mode, the window is resizable.

Whenever the Push to Talk Button is engaged, the instantiation of Big Talk Button on the Output Channel(s) is also engaged. The purpose of this is to reduce (dim) the output level to the speakers/ headphones by the User's desired amount to prevent slapback and/or feedback.

When you choose ***Output Channel***:

- The Output Section of Big Talk Button becomes active.

In the Output Section, choose the audio output level that will be heard in your speakers/headphones when the Push to Talk Button is pressed in the Mic Section. The range is -60 to 0db. The default value is 0.0.

Menu Bar/Taskbar Status Icon
When the user instantiates Big Talk Button and chooses Mic Channel, a status icon will appear in the user's Menu Bar (Mac) or Taskbar (Windows). This status icon follows the status of the Push to Talk Button and gives additional visual indication of the status of the Button. The user can turn the Menu Bar Status Icon on or off in the Settings window.

Notes:
In **Apple Logic Pro**, the Menu Bar Status Icon will only be available after saving and re-opening a session.
On **Windows**, the user must have "Automatically hide the taskbar" turned off in "Personalization > Taskbar". If it is still not visible, go to "Personalization > Taskbar > Other system tray icons" and ensure your DAW's on/off switch is in the On position.

Preset Menu
Mic Channel and Output Channel each have channel-specific Preset Menus. Clicking on the Preset Menu dropdown menu gives the user the option to save, recall, and delete presets.

Settings Window

Click on the Settings button  to access the Settings Window. Here the user can:

- Enter their license key and check license status and key
- Start a fully-functional 7-day Trial
- Turn on/off the Menu Bar Icon and/or Tool Tips

Reporting a Problem

To report an issue or for questions about how to use Big Talk Button, please fill out the support request form at bigtalkbutton.com/support, or send an email to push@bigtalkbutton.com.

Note: Pro Tools users are recommended to turn off Dynamic Plugin Processing.

Appendix 1

On MacOS, Big Talk Button's Global Keyboard setup works differently in different DAWs. Please follow the guides below if you have trouble setting up Global Keyboard.

Reaper:

In the Mac's Menu Bar, choose General-> Keyboard/Multitouch
Click "Assign keyboard shortcuts to actions or change existing shortcuts" in the right-side panel
Click the *New Action…* button
Click the *New ReaScript…* button
Save the file with a descriptive name like "BTB Trigger Key" and close the .lua window
Find the script you just created in the Commands list
Right-click it and choose "Add keyboard shortcut for action"
Type your trigger key
Press Close and OK

Cubase:

In the Mac's Menu Bar, choose Edit-> Key Commands…
In the Search window, type one of the options below (or discover your own):

Analyze::Statistics
Audio::Extract Markers From WAV File
Channel Track & Visibility::Visibility Configuration 1-8
Control Room::Speakers Solo (All Options)
Control Room::Folddown Select 1-4
Game Audio Connect::Trigger Export to Game Audio Engine
MIDI::Insert Velocity 1-5

Choose a Command from the resulting list by clicking on it once
Click on that Command's line in the Key column
Type your trigger key
Close the Key Commands window

Logic:

In the Mac's Menu Bar, choose Logic Pro->Key Commands->Edit Assignments…
In the Search window, type one of the options below (or discover your own):

Select Project (number)*
Select Members of Group (number)*

Choose a Command from the resulting list by clicking on it once
Click in the *Key:* window underneath the word *Keyboard* and type in your trigger key
Close the window