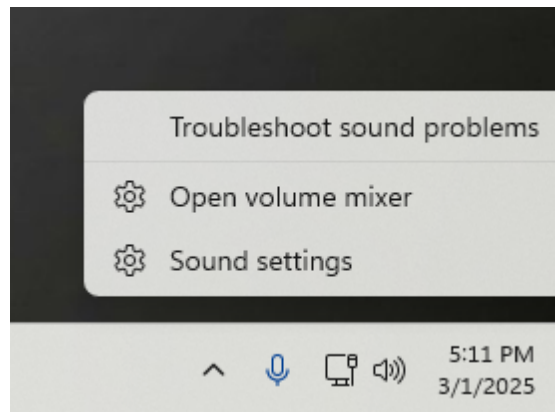


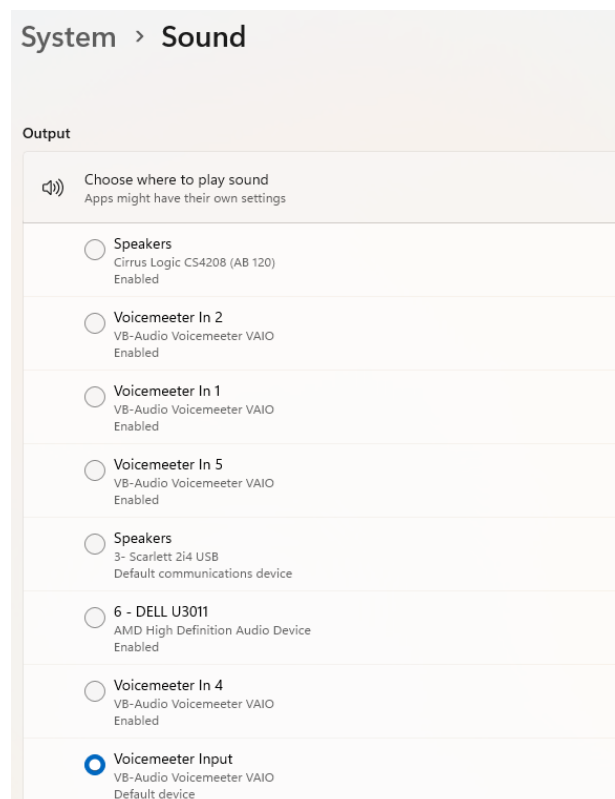
Setting up Sound for Paltalk with Windows 11

Sound settings are similar to Windows 10 with the exception of added security in Windows 11 that makes you have to take a few extra steps should you have issues.

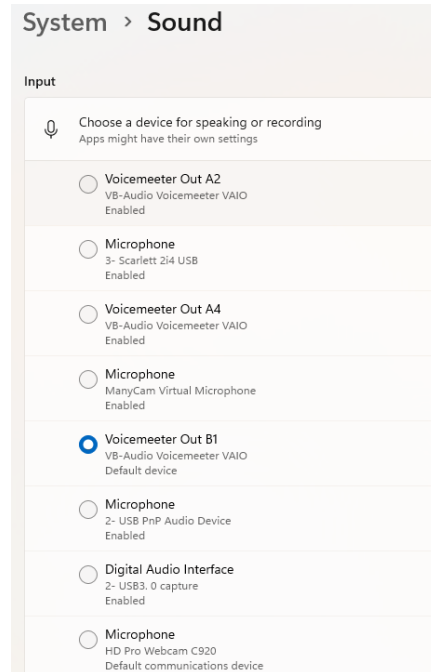
1. Right click on the Speaker icon in your system tray and select Sound Settings.



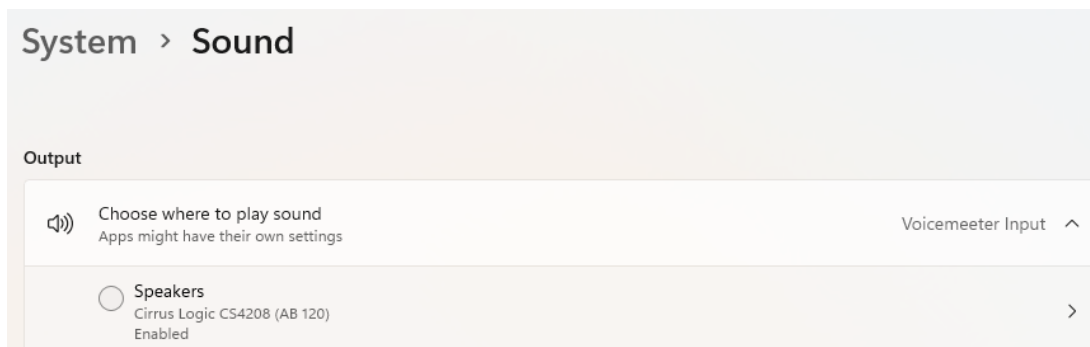
2. Under System Sound/Output you will notice several options depending on the software you have installed, in this case I have VoiceMeeter installed. Without VoiceMeeter select SPEAKERS and with VoiceMeeter select Voicemeeter Input. You might also see your monitor speakers listed, you can select that should you wish to use your TV or a desktop monitor speaker system.



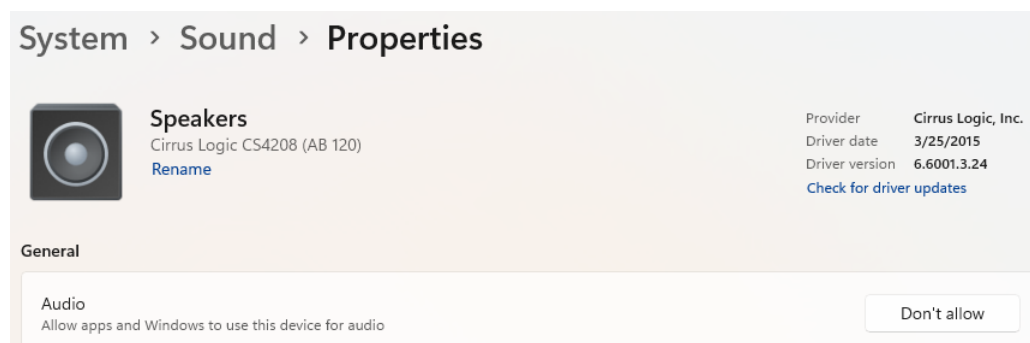
3. Under System Sound/Input you will notice several options depending on the software you have installed, in this case I have VoiceMeeter installed. Without VoiceMeeter select Stereo Mix and with VoiceMeeter select Voicemeeter Out B1. You might also see microphones (usb microphone or webcam microphone).



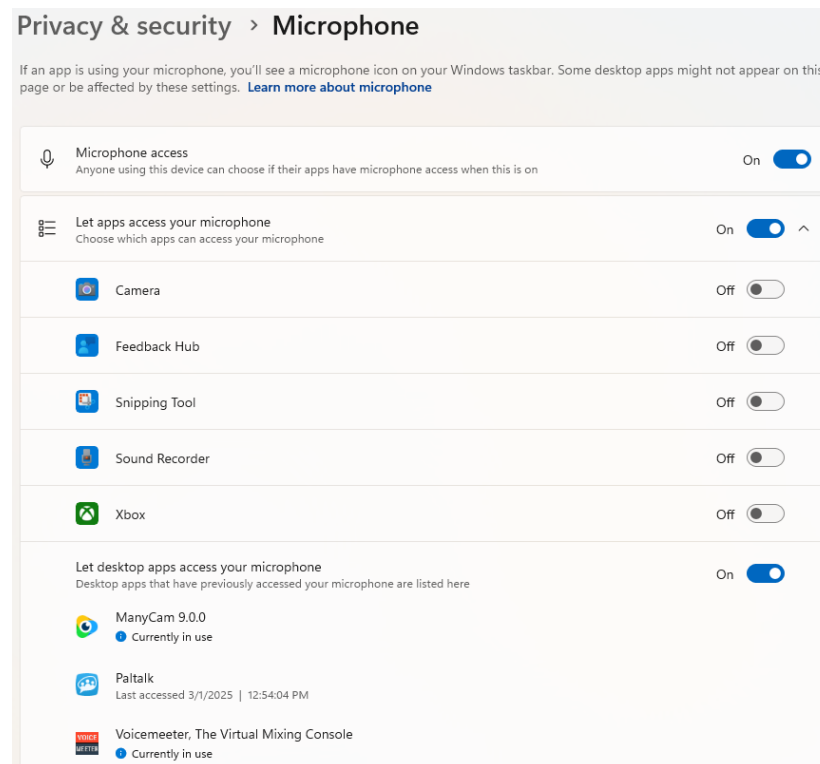
4. Notice that with each option you have an arrow on the far right side. Click on this arrow to bring up options for that audio device.



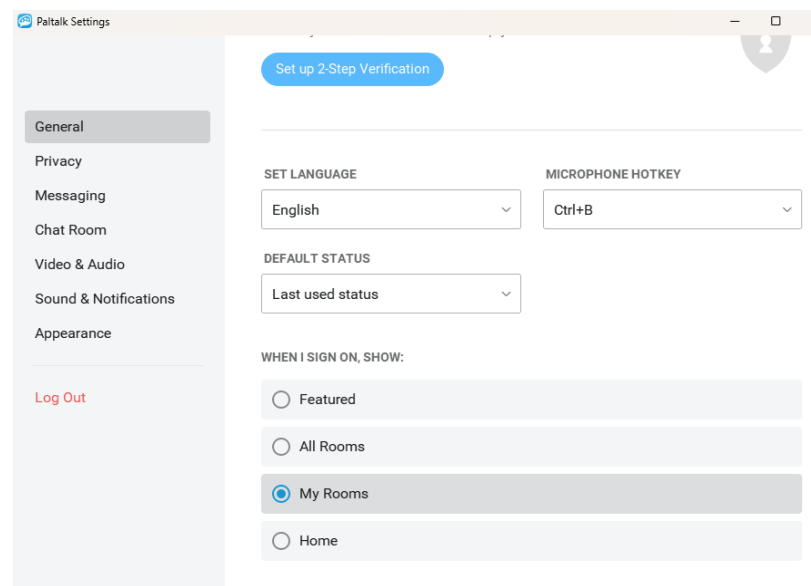
5. For each device, make sure to ALLOW apps and Windows to use that device.



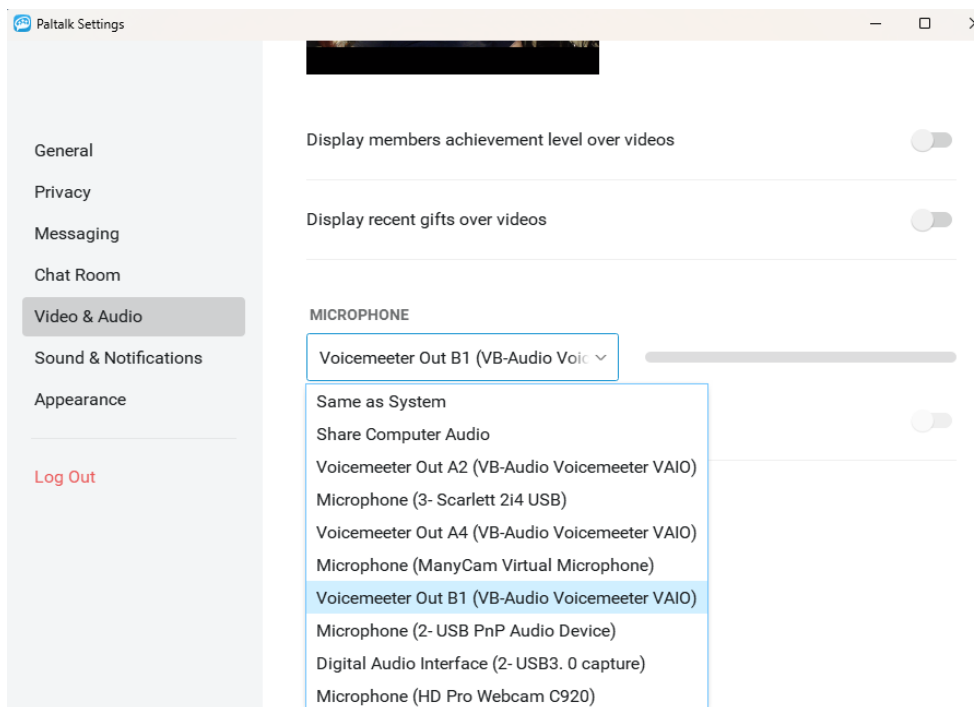
6. While in system preferences go to the Privacy & security section. In here you can choose Camera and/or Microphone and make sure the option under “Camera access” or “Microphone access” is enabled and “Let desktop apps access your camera”, or your microphone, is enabled. Here you can also see what applications have used each.



7. Now we can set up Paltalk and/or VoiceMeeter, lets look at Paltalk for just playing music. Open the Paltalk application and log in. At the top of your friends list window, click the GEAR icon. Here are our recommended settings. Under General, set the Microphone Hotkey to something not often used like CTRL+B. Set the When I Sign On Show to MY Rooms.



8. Under Video& Audio set Microphone to be “Share Computer Audio”. This allows any program that plays audio to be heard in Paltalk.



9. Set SPEAKER to be whatever device you want to hear sound from (external speakers, display device or whatever you have Windows using “Same as System”
10. Under Sound & Notifications please select the option to “Stop all sounds when in a chat room”. This will prevent all the sounds you hear using Paltalk from being heard in the room when playing music (IM’s, notifications etc) EXCEPT for Paltalk notifications.
11. Under Chat Room you can change the preferences for when you enter a chat room (auto start your cam and room audio muted etc...).
12. When in a chat room, click the carat symbol (up arrow) next to the microphone icon and select “Lock Microphone” and enable “Default preferences for all rooms”

That is all you need for basic music playing in rooms. For using multiple audio devices or adding a microphone to talk over music, you need additional software like VoiceMeeter. Go to www.voicemeeter.com and download a version of voicemeeter that suits your needs. I highly recommend donating to them to help with VoiceMeeter development. Choose which version best fits the amounts of inputs and outputs you need. I use the “Potato” version.

Setting up VoiceMeeter

Once installed your system may reboot. After it does you will need to go back up to steps 1-3 above. For OUTPUT use Voicemeeter Input. For Input use Voicemeet Output B1. Then to configure VoiceMeeter, do the following. Out B1 is the feed that computer programs will “hear” so that is where your music/voice will feed Paltalk. A1 and A2 are the physical speakers that you can hear (headphones, display, built in speakers etc).

13. Select your inputs and outputs for VoiceMeeter. The inputs start on the left and usually your microphone goes on the first slider. Click on the device at the top, choose MMS devices and your microphone. Leave the slider at its default position and make sure B1 selected and the A1, A2 are not. This allows programs like Paltalk to hear your microphone, but you do not hear it from the speakers or headphones. This prevents echo and also it can be annoying when you speak and you hear yourself slightly delayed in the speakers. On the right hand side, select A1 and choose MMS Devices and your speaker output. You can also select A2 for a secondary output. Use the picture below as a general reference.

14.



15. Now click on the MENU icon in the top right side. Here we will select SYSTEM TRAY, RUN ON WINDOWS STARTUP, and if you wish RUN MACROBUTTONS ON VOICEMEETER START. We will explain those next. Once you have VoiceMeeter set as you wish, you can SAVE SETTINGS and save the settings somewhere on your computer, possibly under documents, and call it something notable like VoiceMeeter settings. If you should ever have issues later on you can use LOAD SETTINGS to set VoiceMeeter back to where you had it saved. You can also use the LOAD SETTING ON STARTUP so VoiceMeeter will reset itself to your setting every time it starts. If VoiceMeeter should become problematic, you can also use SHUT DOWN VOICEMEETER to quit the program then you can relaunch it from your applications menu.
16. The Macro buttons can be used to give you a quick and easy mute function for your microphone or speakers. You initially get a single button, but you can expand the button box to reveal additional buttons. You can pretty much program these for anything but here are two examples. Right click on the button to bring up the settings page for that button.

Button Configuration (Logical ID: 1)

Button Name:

Button Sub Name:

Button Color:

Button Type:

GPIO:

Keyboard Shortcut:

☐ Exclusive Key

Request For Initial State:

Request for Button ON / Trigger IN:

Request for Button OFF / Trigger OUT:

M.I.D.I. Implementation:
☐ Learn (From MIDI mapping device)

XINPUT: ☐ Enable Ctrl: GamePad Button:

TRIGGER: ☐ Enable Strip: In: Out: Hold: Level Option: ☐ After Mute

HID Device Button:

17. The first slider (your microphone) is strip[0] then they are numerical from left to right. Mute=0 is unmuted, Mute=1 is muted...so in the above example we are naming the button, setting the button function and having it start unmuted, click the button to mute, then click again to unmute. This can also be done for your speakers. This is the same concept, but instead of STRIP the output is called BUS. The A1 output is bus[0], A2 is bus[1] etc.

Button Configuration (Logical ID: 0)

Button Name:

Button Color:

Button Type:

Button Sub Name:

GPIO:

Keyboard Shortcut:

☒ Exclusive Key

Request For Initial State:

Request for Button ON / Trigger IN:

Request for Button OFF / Trigger OUT:

M.I.D.I. Implementation:
☐ Learn (From MIDI mapping device)

XINPUT: ☐ Enable Ctrl: GamePad Button:

TRIGGER: ☐ Enable Strip: In: Out: Hold: Level Option: ☐ After Mute

HID Device Button: