

# Setting up Mac (OSX) to spin on Paltalk

Paltalk is now available on OSX and you can use it to easily talk on mic, but you need to do a few things to be able to play music, and talk on mic since OSX does not have an easy, straightforward way to mix audio for this purpose. This will also work for live streaming and recording in applications like OBS etc.

There are a few options to achieve this, but the easiest and most straightforward way is to use software from Ginger Audio called Caster Live. You can download it at their website...

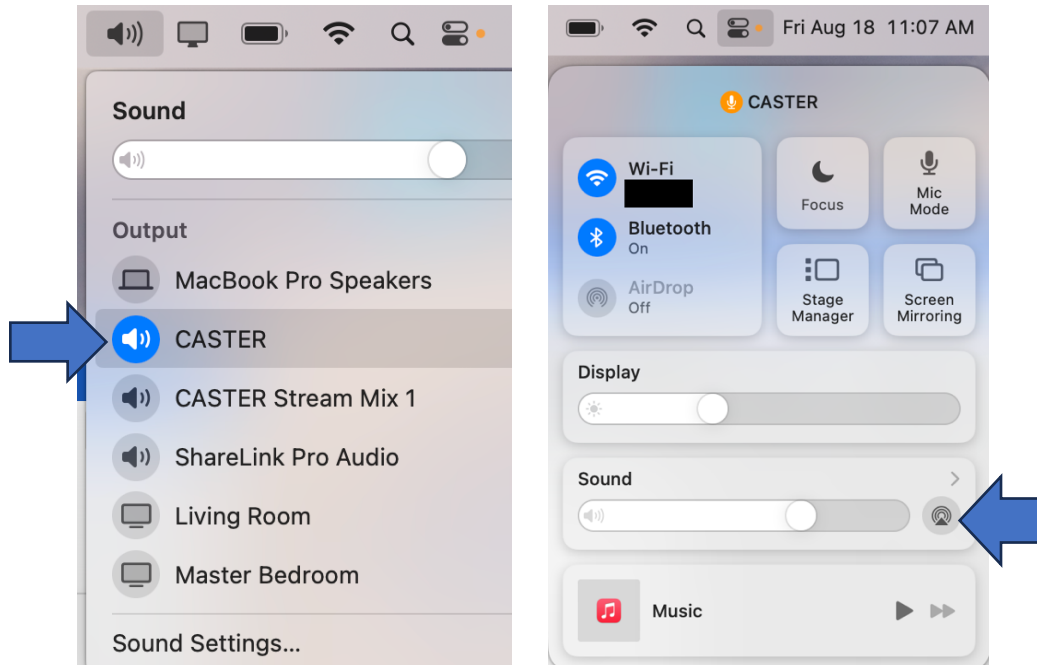
<https://gingeraudio.com/groundcontrol-caster/>

Once downloaded, double click the PKG file and go through the normal install process, provide your name/password when prompted.

The FREE version allows you to play music, but if you wish to use multiple audio sources with control for each one, and add microphones for talking, you will need to pay for a license which is currently \$79 US. If you configure the free version for multiple audio sources, and a microphone, you will start a free 14 day trial. Once installed leave Caster in it's default setup which looks like the following...



Once installed, you need to go to your volume icon in the menu bar, and make sure CASTER is the selected output, this volume control MAY be in the menu bar, or you might have to go into the control center and click on sound preferences icon to change this.



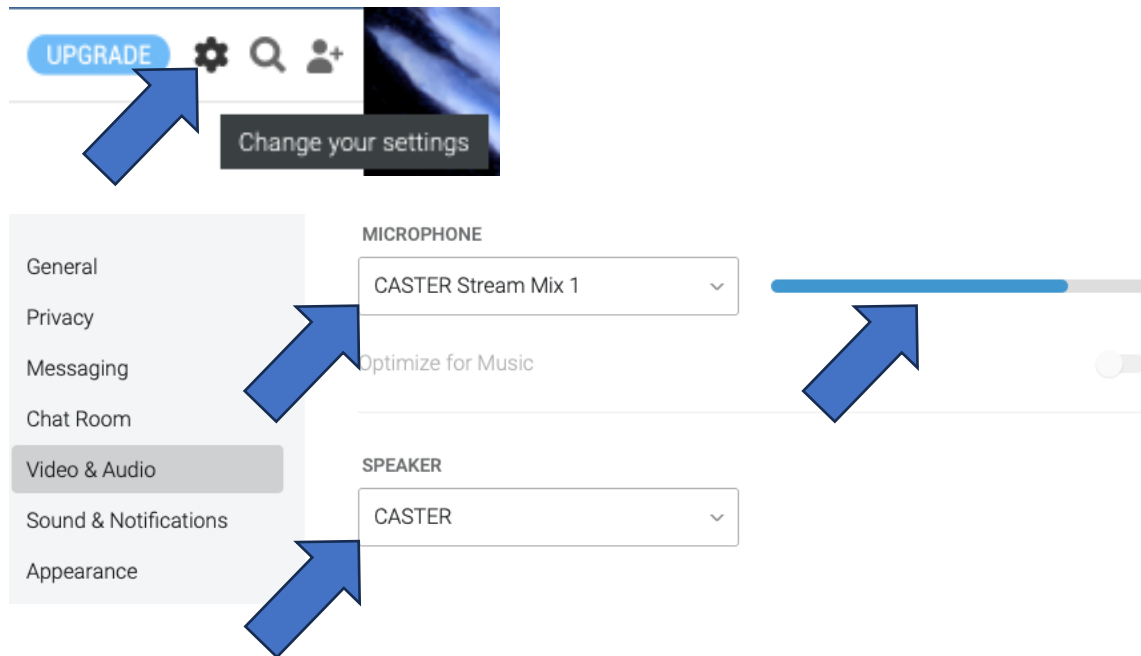
There are a lot of options in Caster but we will concentrate on the main ones. On the left are the INPUTS (Where sound is coming from) and on the right are the OUTPUTS (Where sound is going). In the free version, inputs include a sound board and DESKTOP audio, meaning all sound that your computer makes. In the licensed version you can pick individual application audio to use so that you don't hear other sounds (system notifications, email notifications etc) so you can have inputs from Spotify, Chrome, Apple Music, etc. For the licensed version you can also have microphone inputs.

Under each input. You have a level indicator, plugins to process audio (licensed version only), the volume slider to set the volume level, the mutes to send the audio to the outputs and a LEFT/RIGHT balance slider

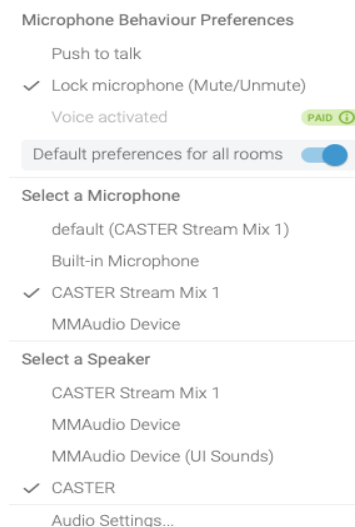
There are 2 outputs, and both are used simultaneously. One output is the virtual sound channel which will feed all sound to applications such as Paltalk, and one feeds a monitor such as speakers or headphones.

Under each OUTPUT you have plugins (licensed version only), Sound level adjustment, which output you are listening to, and the output itself with the first one being "CASTER Stream Mix 1" and then whatever your monitor is, speakers or headphones. Please make sure your Caster resembles the picture above.

Setting up Paltalk Audio is fairly straight forward. Under the Video & Audio preferences you select “CASTER” and “CASTER Stream Mix 1” under MICROPHONE and SPEAKER.



Now, open up your application for music (Spotify, YouTube, Apple Music etc) and play a song. You should be able to hear it through your speakers/headphones and you should see the volume meters jumping in Caster under the DESKTOP input, and both outputs. You should also see audio in Paltalk as you see in the picture above. One last thing you need to do is set the microphone to be able to be LOCKED in a Paltalk Chat Room. Open a chat room and at the bottom you will see the text box where you type, and to the right you will see the microphone button with a little arrow facing up on the right side of that button. Click on that arrow and you will see the following.



At the top of this menu you will see “Push to talk” is selected by default. To change this, you will need to click on “Lock Microphone (Mute/Unmute)” and also select “Default preferences for all rooms” to make sure you don’t have to do this again.

That is all you need to set and you should be able to play music in a room. Click on the JOIN QUEUE button at the top of the room user list, and when it is your turn, press the MIC button once to lock it on, press again when you are done.

If you wish to use a microphone to talk while playing music, you will need to pay the license fee for Caster. Once licensed, you will need to enter your license in the Caster application that you received in your email, and quit/restart the Caster application. Once licensed you can now click on the microphone icon in the center of the application and add any microphone you have connected to your Mac.

#### TIPS

1. Leave the default setup for Caster as installed or you will automatically enter the 14 day free trial for the licensed version.
2. Once licensed, you have a host of new options to play with including plugins, local recordings, adding microphone inputs and many more.
3. If you are using a microphone, you can mute it from going out your monitor (headphone/speakers) to prevent you hearing yourself. There will be a slight delay which can be annoying. Also, you may get an ECHO or FEEDBACK if the microphone can hear itself. To prevent the microphone from going to the selected monitor, tap the headphone icon at the bottom of the microphone input in Caster so that it is RED. If you want to mute the microphone from going to the audio mix (Paltalk etc.) press the icon to the left of the headphone icon so that it is RED. Now you will see audio on the microphone level meter, but you will not hear it in the audio mix or monitor.
4. You can raise and lower the volumes of the DESKTOP, or individual applications, and MICROPHONE inputs to balance what is heard. If you want to hear the mix, click the EAR icon at the bottom of the first output (Caster Stream Mix 1). Select the Ear icon on the monitor to switch it back to listening to the monitor.
5. The licensed version allows for plugins to modify the sound, individual application audio inputs so you can mute the DESKTOP and only have audio from selected applications in the mix (Spotify, YouTube, Apple Music Etc.), hotkeys to mute inputs etc and many other features.
6. To add an application, click the APPLICATION icon in the middle of the app, and selecting an application to add. The application should be open and making sound to appear and be selected. It will now no longer be heard via the DESKTOP input and you can control it individually from other audio.