

SELECTING REPORT-IT AUDIO OUTPUT OPTIONS

This Technical Note applies to all iOS Report-IT app flavors from version 3.7.0+, including:

- Report-IT Enterprise
- Report-IT Live
- Report-IT Lite
- Report-IT SIP

Report-IT has been modified to provide greater flexibility in choosing how to monitor return audio, input audio, and recording playback. From v3.7.0+ of the app it is now possible to use more combinations of accessories such as AirPods[®], Bluetooth headsets and devices, MFI-certified Lightning[®] connected accessories, and the built-in receiver/speaker/microphone. Note: There are still some combinations of input/output devices that cannot be used together due to iOS limitations.

In general, the expected last-in-wins approach to using audio accessories still applies. However, once accessories are connected or paired with an iOS device, Report-IT now also provides direct access to the standard iOS AirPlay[®] selector that provides options for selecting a different audio output device/accessory. For example:

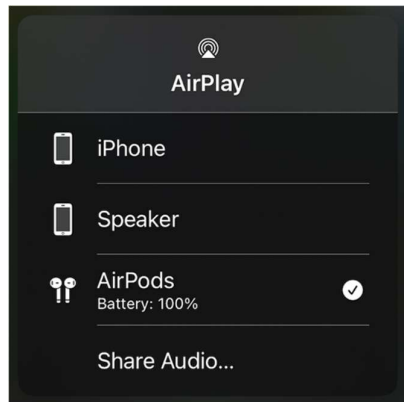


Figure 1: Example of iOS AirPlay selector

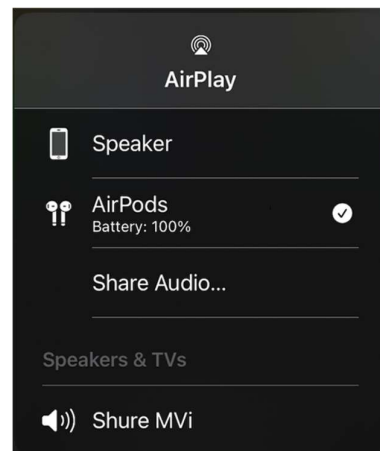


Figure 2: Another example of iOS AirPlay selector

On screens in Report-IT where audio is relevant, the AirPlay selectors are accessed by using the standard AirPlay button. For example, on the Report Live screen it is next to the Configuration settings button:

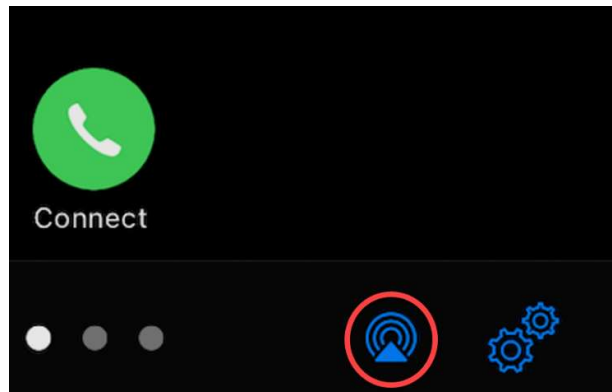


Figure 3: AirPlay button in Report-IT

Note: Older version of iOS may display an older AirPlay icon for this button.



USING BLUETOOTH ACCESSORIES AND AIRPODS

When using Bluetooth accessories or AirPods with Report-IT the new **Bluetooth Output Only** setting influences the way in which the app may use an accessory. This new setting can be found in the Settings screen.

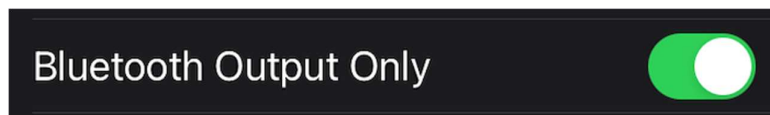


Figure 4: Bluetooth Output Only switch On

IMPORTANT: This setting replaces the **Bluetooth Input** setting found in older versions of Report-IT and the TieServer Console. From version 3.7.0 of Report-IT Enterprise, the TieServer setting for **Bluetooth Input** is ignored by Report-IT Enterprise.

Put simply, if the **Bluetooth Output Only** switch is **On** then AirPods or any paired Bluetooth accessory will be used and available for Audio Output ONLY. Selecting the accessory with the AirPlay selector will result in audio being fed from the app to the accessory, while the input audio is sourced from another accessory, or the built-in mic. For example, you may wish to use AirPods for monitoring the return audio channel and use a microphone attached to the Lightning connector (like the Shure MV88) as your input audio source.

If the **Bluetooth Output Only** switch is **Off**, then any paired Bluetooth audio accessory (capable of being a headset) or AirPods will be used for both the audio input and output.

IMPORTANT: When the **Bluetooth Output Only** switch is **Off** the option to split the audio input and output between different accessories is very limited and iOS will restrict what the AirPlay selector will use successfully.

Tieline recommends the **Bluetooth Output Only** switch is turned **On** unless a Bluetooth accessory is used as the audio input source. This will avoid confusion and Bluetooth accessories and AirPods will generally deliver higher quality audio monitoring in this mode.

USER EXAMPLE

To use a microphone attached to the Lightning connector as the Audio Input and AirPods for monitoring Return Audio Output:

- a. Ensure the **Bluetooth Output Only** switch is **On**
- b. Attach a microphone to the Lightning connector
- c. Ensure the microphone is providing input audio to Report-IT**
- d. Use the AirPlay button to open the AirPlay selector and select AirPods for output.

**On iOS 15, a Lightning-connected device capable of feeding both input and output audio may not automatically activate as an input audio source when AirPods are already present and paired. In this scenario, use the AirPlay selector to select the accessory as the Bluetooth output device, which should also activate it as the input audio source. iOS14 and below appears to behave differently and should automatically activate the accessory for input audio on attachment.

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