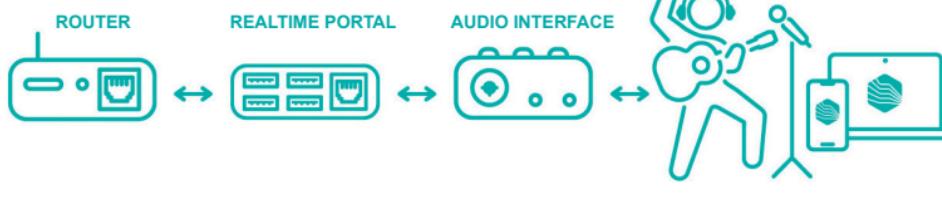


## REALTIME PORTAL

Powered by RealTime Audio®

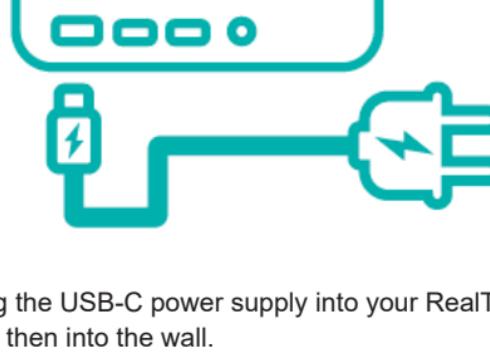


## Connecting Your RealTime Portal



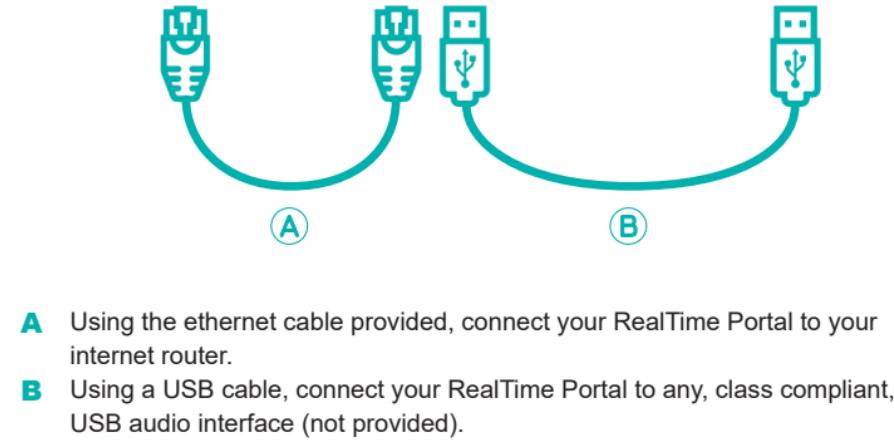
Scan for a setup video

### Step 1. Connect Power Supply to RealTime Portal



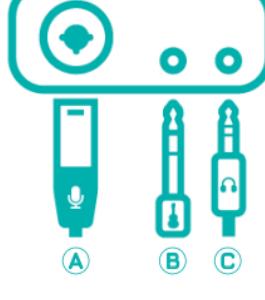
Plug the USB-C power supply into your RealTime Portal and then into the wall.

### Step 2. Connect Router & Audio Interface to RealTime Portal



- A** Using the ethernet cable provided, connect your RealTime Portal to your internet router.
- B** Using a USB cable, connect your RealTime Portal to any, class compliant, USB audio interface (not provided).

### Step 3. Connect Microphone, Instrument & Headphones



- A** **Plug in your microphone.**  
The microphone will be used for talkback, singing, and for use with acoustic instruments.
- B** **Plug in your instrument.**
- C** **Plug in your headphones.**  
Only use headphones with two insulating bands on the connector plug (1/8" [3.5 mm] TRS).
- D** **Turn up the volume!**

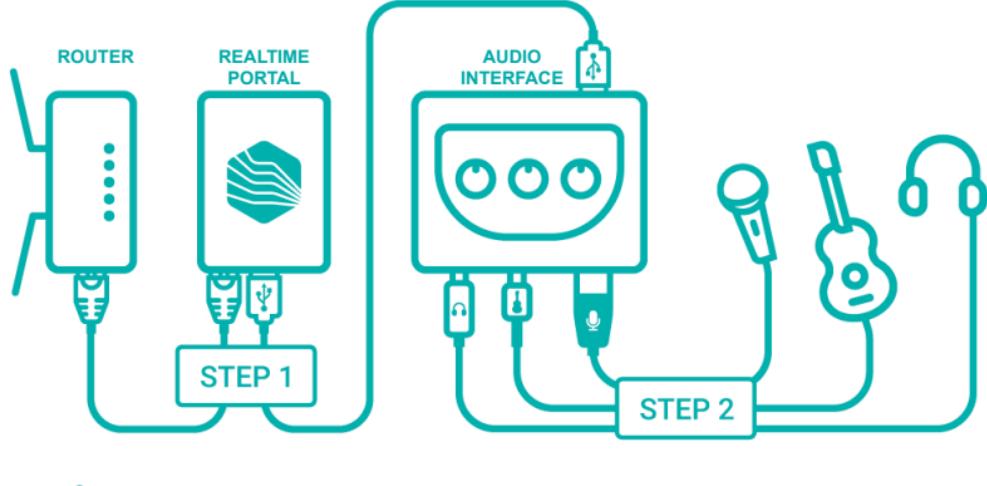
**!** Make sure your audio interface has **Direct Monitor** disabled.



**!** If you have an **"Input/Playback"** knob make sure it's turned all the way to **"Playback"**.



# The Complete Setup



**!** When you hear "Your RealTime Portal is ready to connect" you are ready to open the RealTime Audio app.

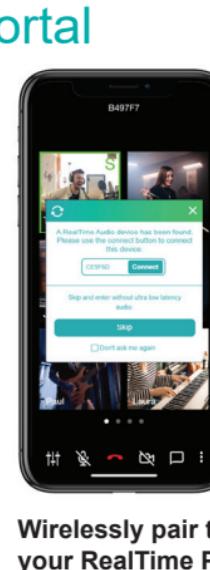
**Step 4. Go to:**  
[www.social.realtimeaudio.com/  
?video=tutorial](http://www.social.realtimeaudio.com/?video=tutorial)



**Step 5. Register & Pair with your RealTime Portal**



**A** Register your account



**B** Wirelessly pair the app with your RealTime Portal

**!** If prompted, grant access to your microphone and camera.

**You Are Now Connected!**  
Let's get some friends here!

Click the  icon to invite others with a Realtime Audio powered device to join the jam.



Click the  icon on your personal mixer to explore and change your settings.

**Have fun jamming!**

For more information, contact:  
[support@realtimeaudio.com](mailto:support@realtimeaudio.com)  
[www.realtimeaudio.com](http://www.realtimeaudio.com)



**RealTime Audio**