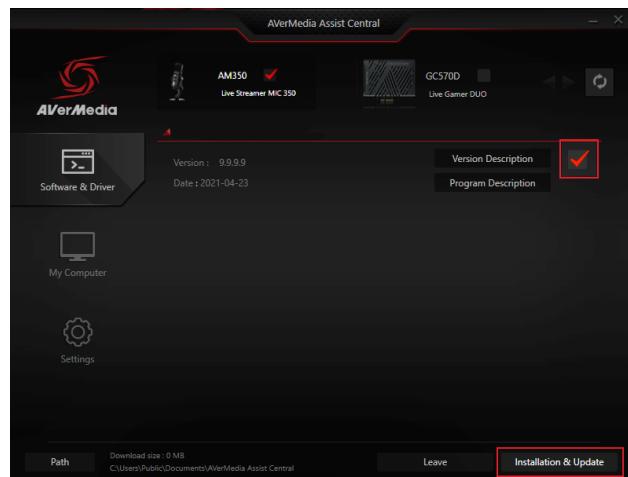


VibeEngine User Manual

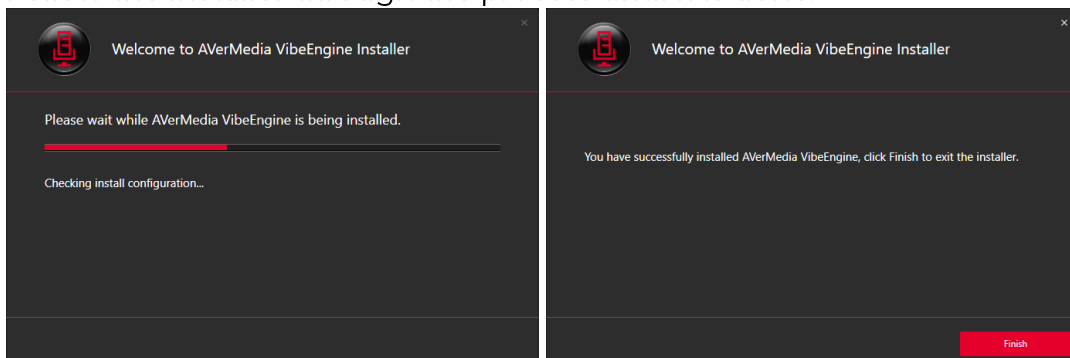
VibeEngine Installation	2
Installing VibeEngine on Macs	4
Getting to Know the UI	5
First-Time Setup	6
Sound Effects	8
Mixer Mode (Windows Only)	12
Game Audio	14
Inputs & Adding an Input	16
Outputs	19
Adding Audience Mix to OBS Studio	21
Adding Audience Mix to Streamlabs OBS	23
Setting up VST Audio Effects	25

VibeEngine Installation

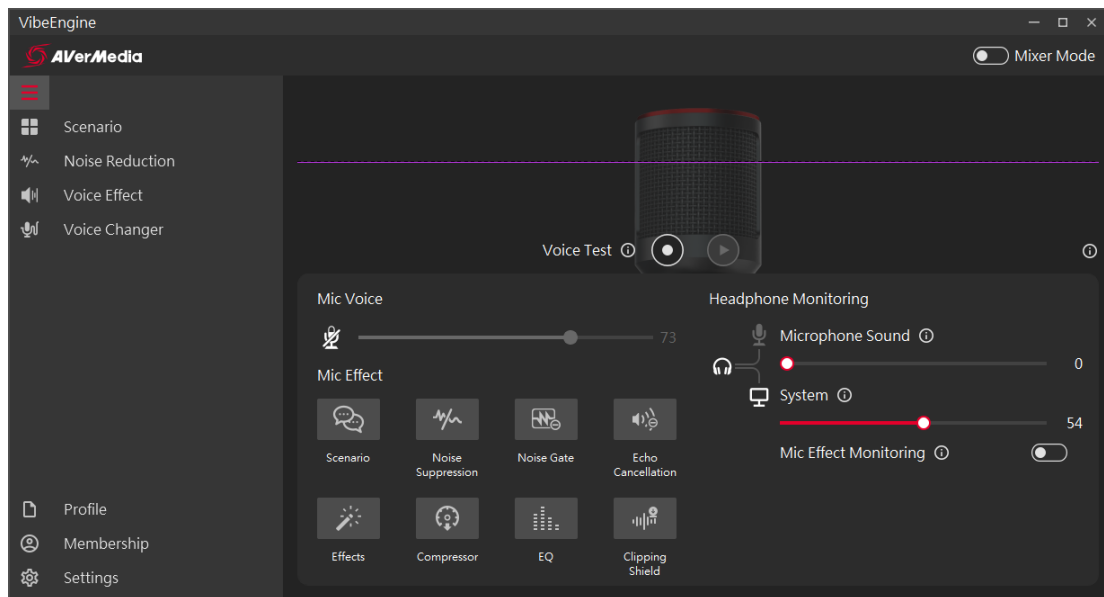
There are two ways to download VibeEngine. You can either download it directly [here](#) or through **AssistCentral**, which we recommend. It will detect your AM350 and install VibeEngine and any other driver or firmware to keep your device working at its best and up to date. You can download it [here](#). Once installed, run Assist Central and it will look for your AM350 and list out all the available software to install. Check all the applicable boxes and click Installation & Update. After downloading the files, click Execute and it will install them accordingly.



Follow the Installer through the process until it is done.



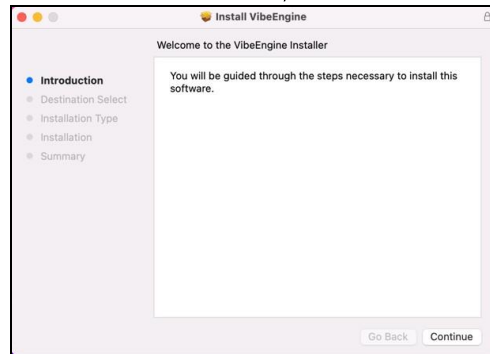
Once the installation is complete, you will be greeted with the Main interface with a function bar on the left and controls and hotkeys on the right.



Installing VibeEngine on Macs

This installation guide will walk you through how to install VibeEngine on a Mac.

1. Once the installation file is downloaded, run it and follow the instructions.



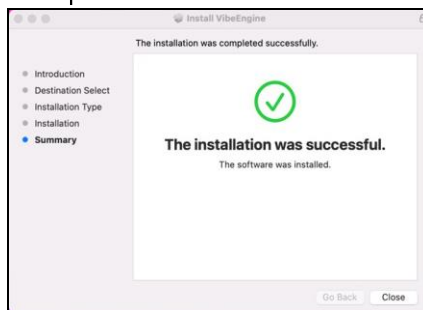
2. When you are prompted with the message below, enter your login password and continue.



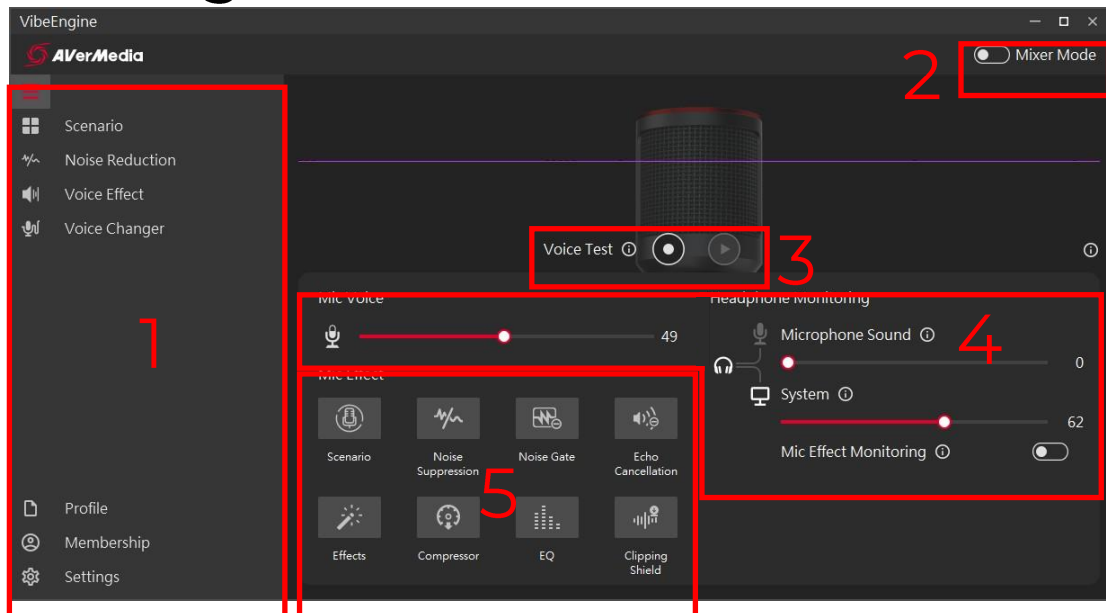
3. Allow VibeEngine Service to access your computer's microphone.



4. Now the installation is complete.



Getting to Know the UI



1. Function Bar: Expand it by clicking the 3-line icon. This section includes audio presets, effects, changers, noise reduction, and more. At the bottom, users can add, remove, or save their profiles, log in to their AVerMedia account, and select language.
2. Mixer Mode: Allows users to mix different audio inputs and stream audio outputs. Refer to the Mixer Mode section for more details.
3. Voice Test: Record and playback your audio source and sound effects. To avoid double monitoring, the monitoring function will be temporarily turned off during playback.
4. Mic Volume & Monitor Controls: Adjust mic gain, system monitor volume, mic monitor volume, and more.
5. Mic Effect Hotkeys: Quick access to some of the main features from the Function Bar.

First-Time Setup

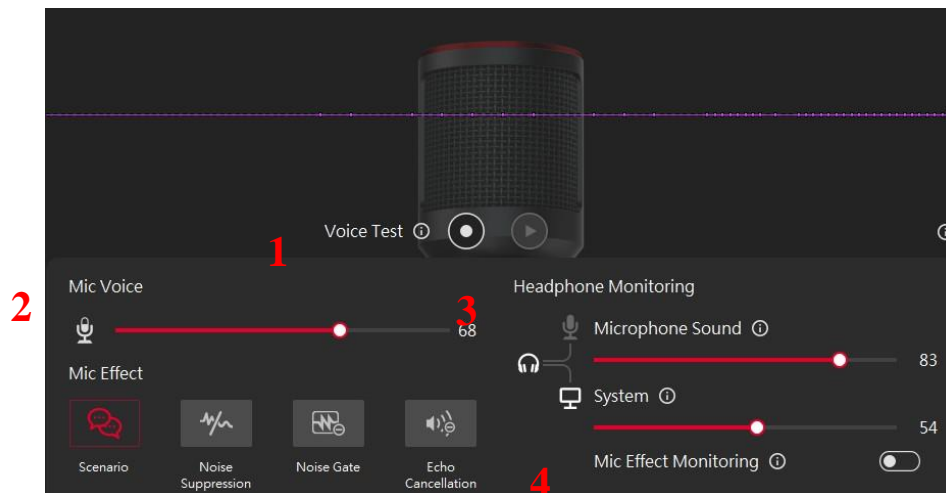
This guide will walk you through a basic setup for VibeEngine.





Installing VibeEngine

1. Download VibeEngine (for Windows & MacOS) directly from [here](#) or through **Assist Central** from [here](#) (for Windows only).
Note: Assist Central is a download utility that detects your AM350 and any other AVerMedia devices and installs VibeEngine and other drivers or firmware to keep your devices working and up to date.
2. Once the download is done, install VibeEngine.
3. After the installation is complete, connect your Live Streamer MIC 350 (AM350) to a Windows or MacOS laptop or desktop

Configuring Mic Volume

Open VibeEngine and you should be greeted with several basic volume controls as shown below:



1. Voice Test (with Input Level): Record and playback your voice and sound effects on the spot. It also has a real-time indicator of how loud the sound is captured by your AM350.
2. Mic Voice : Adjust the input volume of the microphone. Click the mic icon to mute or unmute. The same adjustments can be done using the top physical knob on AM350.
3. Headphone Monitoring : Adjust the mix between real-time headphone monitoring of the sound coming from PC  and microphone . The

same adjustments can be done using the bottom physical knob. Press the knob to switch between the PC and Mic Monitor Volume.

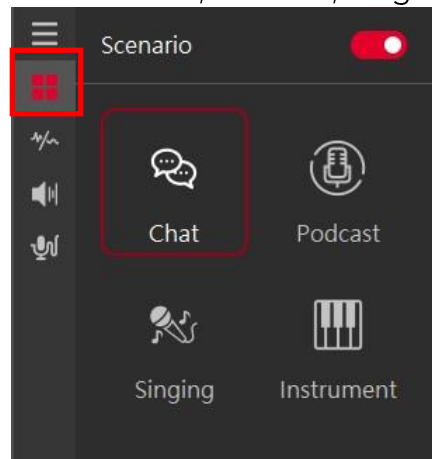
4. Mic Effect Monitoring: Switching it on allows you to hear all the sound effects currently being applied to your microphone. Turning this feature on will automatically turn off the Mic Monitor Volume in PC/Mic Mix to avoid double monitoring.

Sound Effects

VibeEngine has a list of various audio presets, effects, and voice changers to customize your voice however you need.

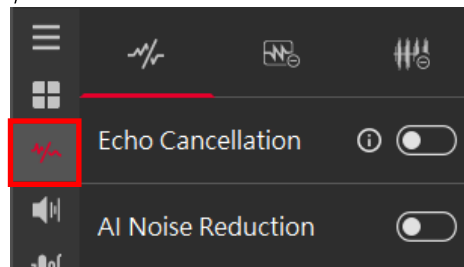
Scenario

You'll find the Scenario function at the top of the Function Bar. Once enabled, it gives you quick mic presets of Chat, Podcast, Singing, and Instrument.



Noise Reduction

Right underneath Scenario is Noise Reduction, which includes noise suppression, noise gate, and de-esser-related tools.



Noise Suppression

You can turn on echo cancellation to filter out echo generated by your speakers and other devices. Turn on AI noise reduction to improve your voice quality and clarity.

Noise Gate

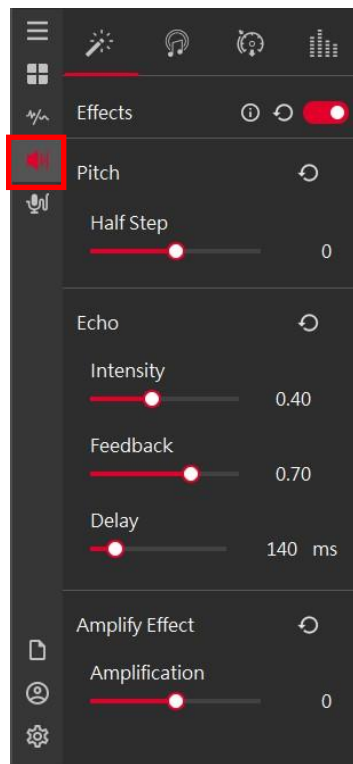
A sound threshold to which you can set a value and any sound that is below the value will be regarded as noise and be blocked.

De-Esser

Reduces the interference of sizzling sounds in the human voice.

Voice Effect

Voice Effect includes four tabs: Effects, Reverb, Compressor, and EQ.



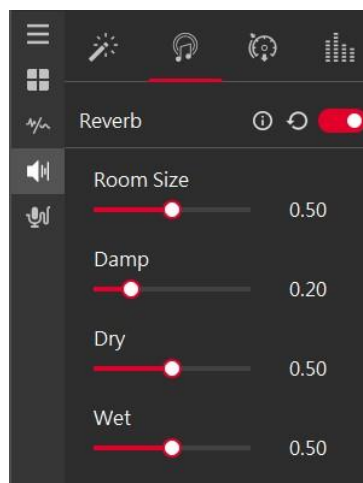
Pitch: Adjust the Half Step (semitone) slider to the right or left one scale to raise or lower the pitch of your voice by half a tone.

Echo: You can fine-tune the echo effect using Intensity, Feedback, and Delay sliders.

Amplify: Use it when you need to adjust the loudness of your voice.

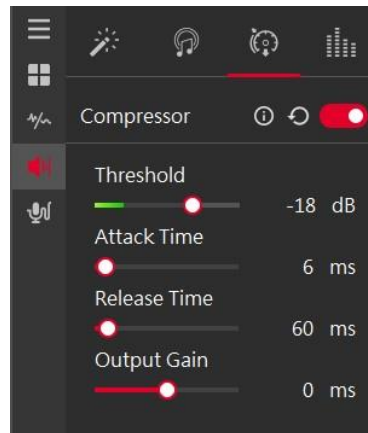
Reverb

In a room, a person's voice will be reflected from the walls in all directions, so multiple echoes will be heard. Users can adjust Reverb accordingly via the four sliders: Room Size, Damp, Dry, and Wet.



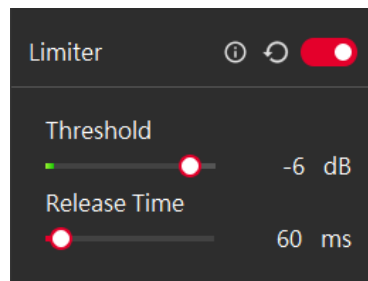
Compressor

This function automatically adjusts the distance between the loudest and softest part of your voice to make it sound more consistent in volume.



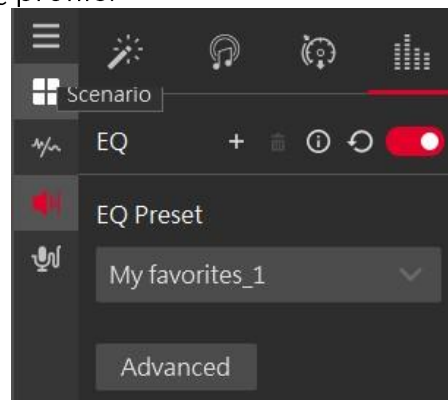
Limiter

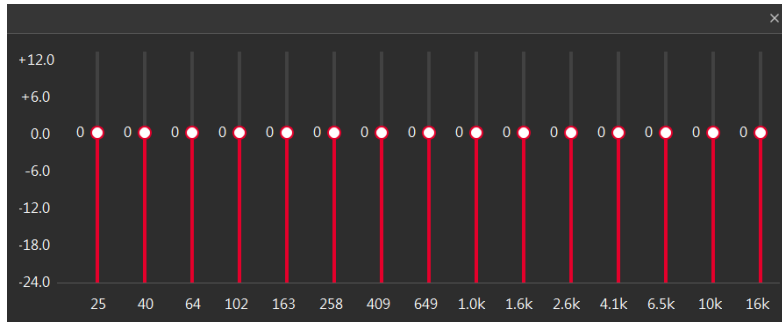
This voice limiter keeps the maximum volume from exceeding a certain level to prevent distortion.



EQ (Equalizer)

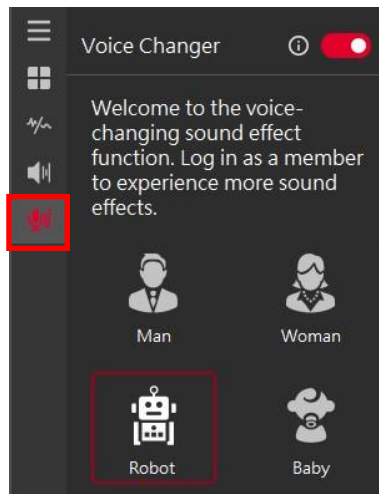
The equalizer allows you to adjust the various virtual frequency sliders to change the tone of the mix. Click the Advanced button to open the EQ interface for customization. You can also click the “+” or “trash can” icon to add or remove a custom EQ profile.





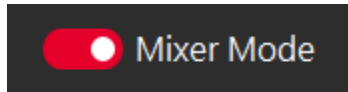
Voice Changer

Located right below Voice Effect, Voice Changer is the fun, one-press magic button to change your voice instantly. Simply go to Membership and log in as a member to unlock all the voice effects.

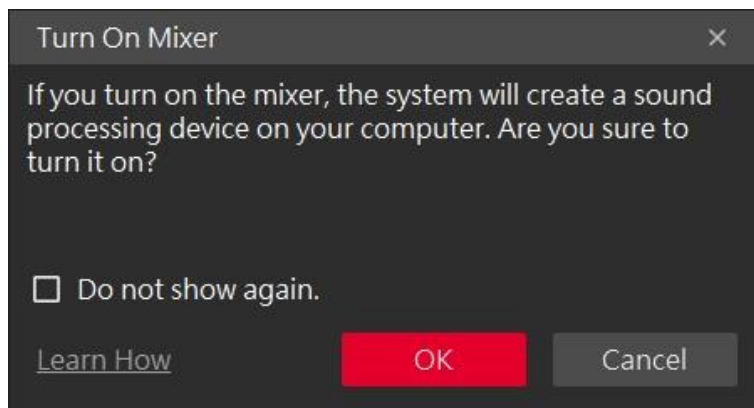


Mixer Mode (Windows Only)

VibeEngine boasts a Mixer Mode that can mix different audio inputs up to eight channels at a time. Go to Mixer Mode in the upper right corner and switch it on.

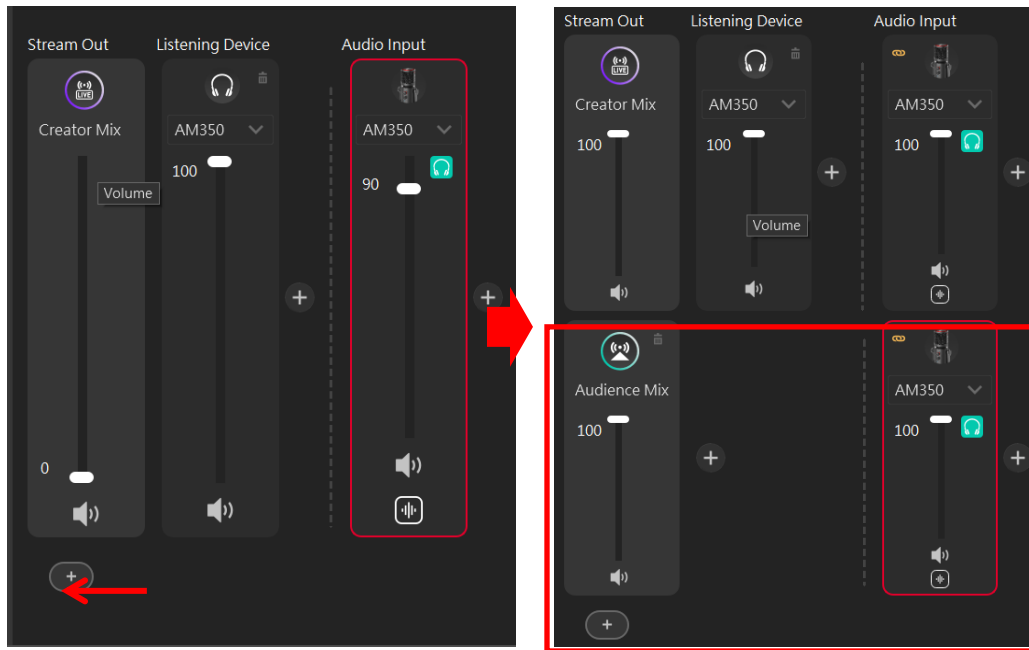


As you switch it on, the system will create a virtual processing device (e.g. AM350) on your computer. Check "Do not show again." if you want to dismiss this message for good.



The Mixer Mode allows users to adjust volumes, set up listening devices, and assign audio input sources up to eight different channels. User can add up to six mixes by clicking the "+" icon as shown below. In addition to the default streaming output: Creator Mix, you can also create an Audience Mix by clicking the "+" icon as shown below. Doing this enables you to have a separate audio output (up to four) for your viewers, giving you even more controls and customization when streaming.

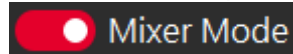
To create an Audience Mix by clicking the “+” icon as shown below. Doing this enables you to have a separate audio output (up to four) for your viewers, giving you even more controls and customization when streaming.




Game Audio

If you want a separate channel for game audio, you can route your game audio through VibeEngine. Follow the steps below to set it up.

1. Switch on **Mixer Mode** and wait until the system setup is complete.



2. Click **Volume Mixer** .
3. Make sure the game has recently played to appear in the Windows **App volume and device preferences** page.
4. Find the game and in the output column dropdown menu, select **Game (AVerMedia VibeEngine)**.

Note: Not all games adhere to the audio output selection in Windows. If your game happens to be one of them, you can always use **System (AVerMedia VibeEngine)** instead. Refer to the **System Sound** section below for the setup instruction.

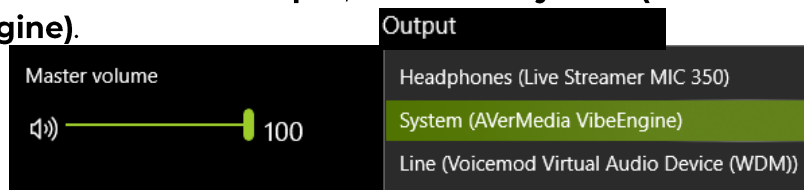
Voice Chat

1. Go to **Mixer Mode > Volume Mixer**.
2. Make sure your voice chat app (e.g. Teams, Zoom, Meet) has recently used to appear in the Windows **App volume and device preferences** page.
3. Find the app and in the output column dropdown menu, select **Chat (AVerMedia VibeEngine)**.

System Sound

If you want to hear the rest of the audio coming from your PC regardless of apps, then do the following to set it up.

1. Go to **Mixer Mode > Volume Mixer**.
2. Go to **Master volume > Output**, and select **System (AVerMedia VibeEngine)**.

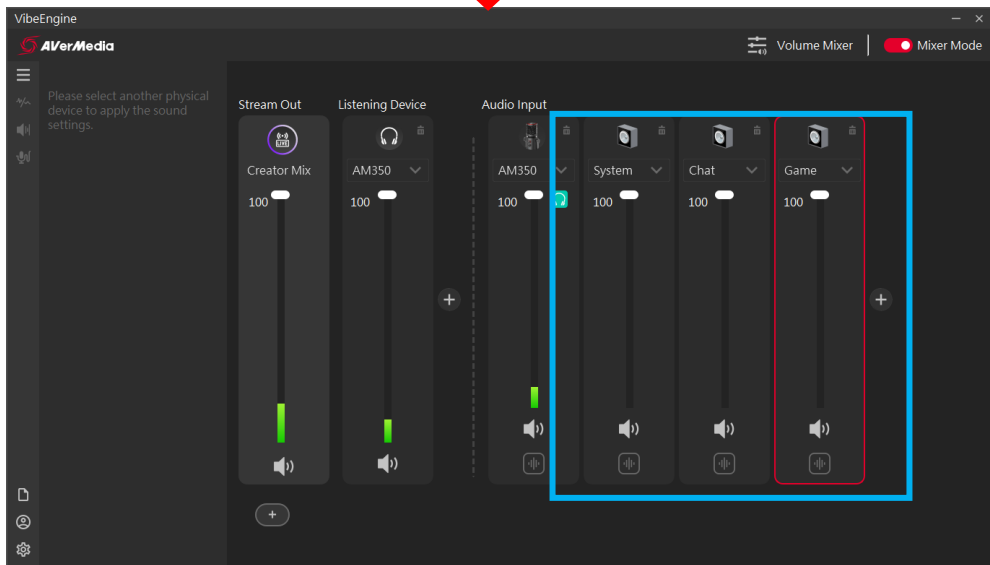
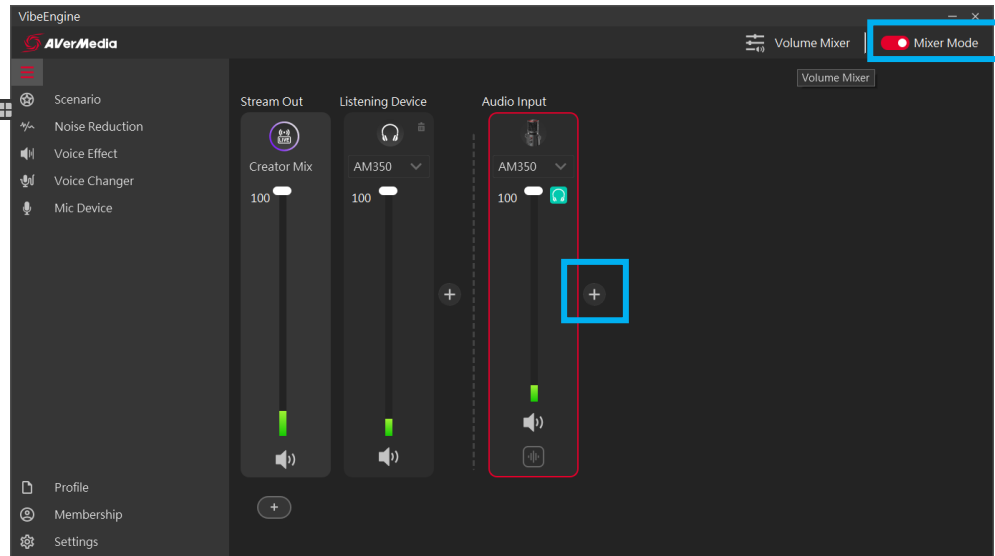


Now all audio from your computer will play through the **System (AVerMedia VibeEngine)** channel.

Adding Audio Inputs to Your Mix

Now that system sound, voice chat, and game audio are set up, you can add them to your mix.

Go to **Mixer Mode > Audio Input**, and click the “+” icon as shown below to add each channel to your **Creator Mix**.



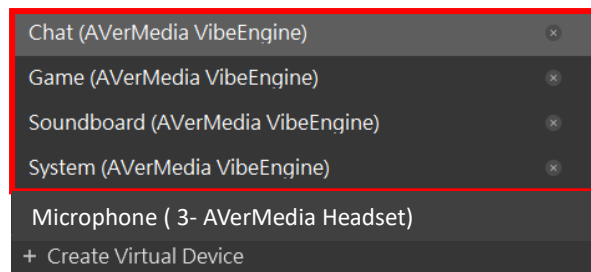
Inputs & Adding an Input

VibeEngine can be configured with up to eight different inputs, all customizable to your needs.

There are two types of audio inputs—virtual and physical.

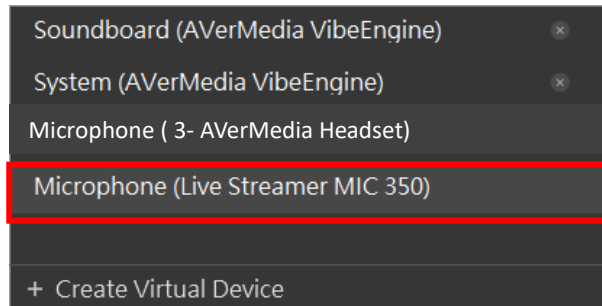
Virtual Inputs

As shown in the image below, virtual inputs include Chat, Game, Soundboard, System, and more if you have installed other virtual audio devices (e.g. Voicemod).



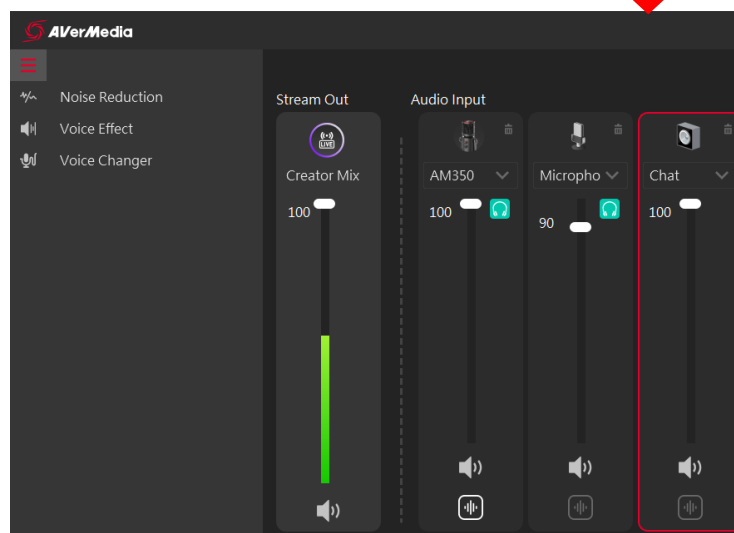
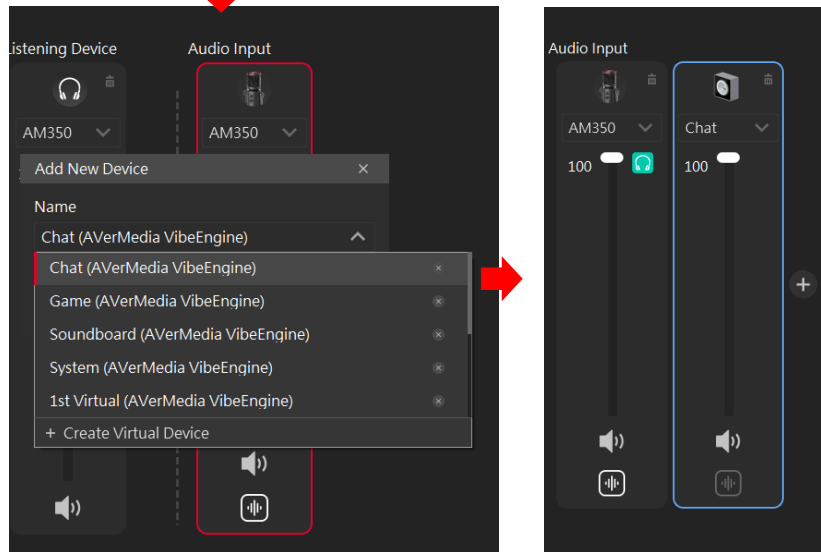
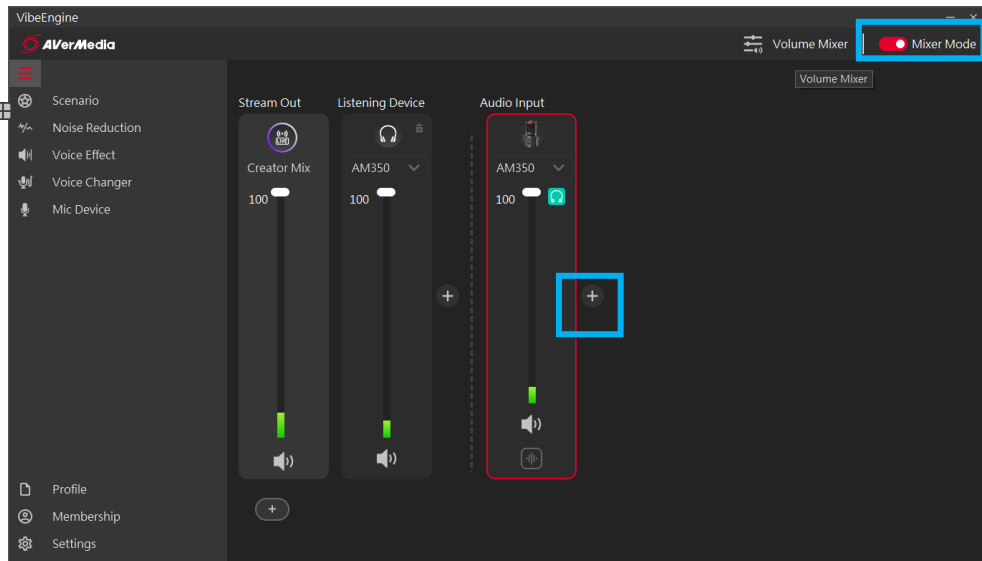
Physical Inputs

On the other hand, physical inputs include microphones, line-in, or other audio input sources.

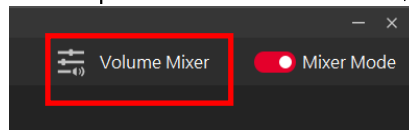


Adding a New Input

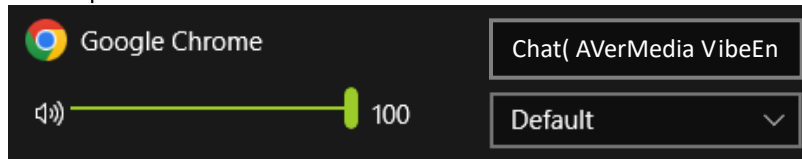
To add an input, go to **Mixer Mode > Audio Input**, and click the “+” icon as shown below to add one (e.g. **Chat**) to your mix. Now, select **Chat** and more functions such as **Noise Reduction** and **Voice Effect** will appear in the Function Bar on the left (not all audio inputs support additional functions).



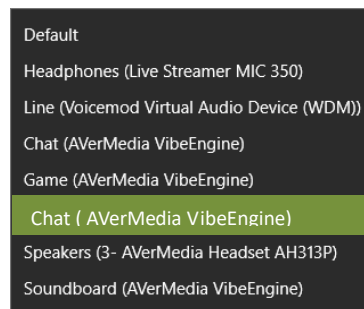
Click the **Volume Mixer** icon to open the Windows 10 / 11 sound settings.



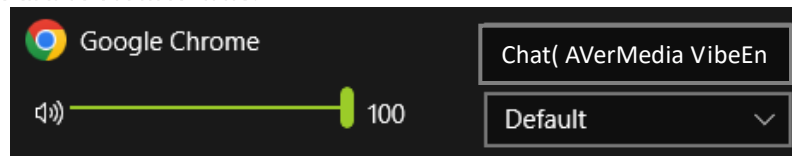
Find the program that will have its audio output changed. We're using Google Chrome as an example. The top dropdown is the output, and the bottom dropdown is the input.



In the top dropdown, select the described VibeEngine channel which the audio will play through.



The setup should look like this.



In VibeEngine, add System (AVerMedia VibeEngine) as an Audio Input. The audio monitor bar should be moving in the System and if the monitor output device was set up you should be able to hear the sound.

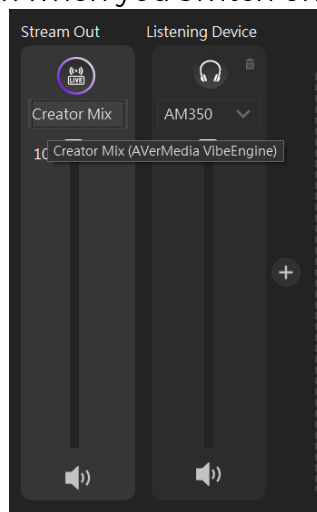
Outputs

VibeEngine mixes up to eight audio inputs, virtual and physical together, for each output mix and up to four different mixes. These mixes and their levels of audio inputs are controlled individually.

Amount them, there are two named mixes, **Creator Mix** and **Audience Mix**, for monitoring and streaming respectively.

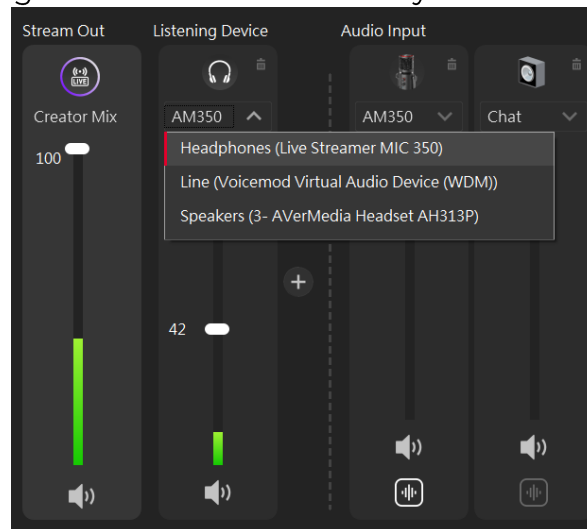
Creator Mix

The Creator Mix is the output mix that you will listen to via headphones or speakers. It is the default mix when you switch on the Mixer Mode.



To select which listening device to monitor the mix, click on the dropdown menu and select the desired monitoring device.

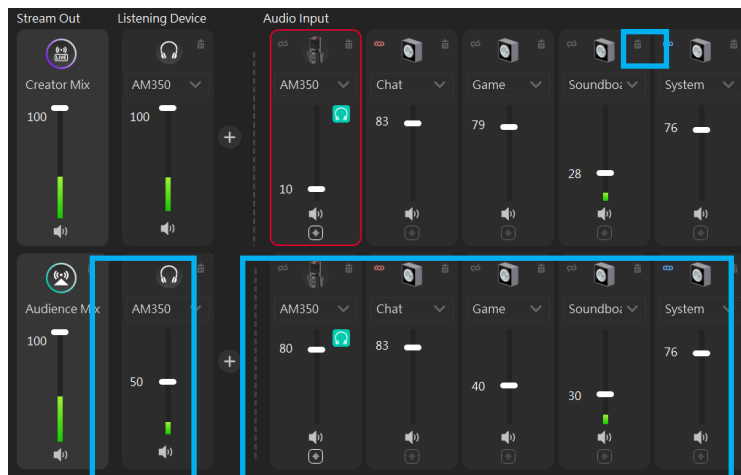
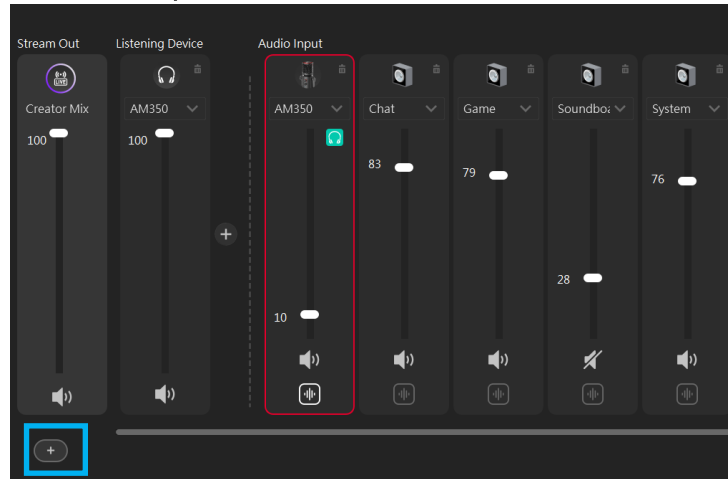
Note: It's recommended to connect headphones directly to AM350's headphone jack to get the lowest audio latency.




Audience Mix

The Audience Mix is the output mix that is added to streaming or recording software. This mix will show up as a microphone/auxiliary audio device in streaming software.

To add the **Audience Mix**, click the “+” icon located below the **Creator Mix**.

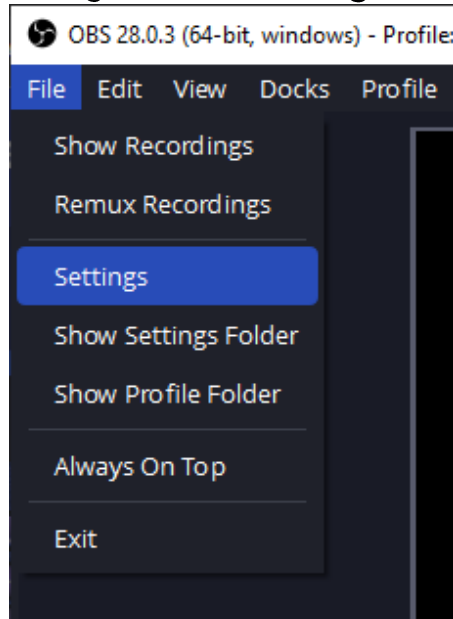


Once the Audience Mix is created, its audio inputs will automatically receive an exact duplicate of whatever the Creator Mix has at the moment. Since this mix is for your audience, adjust it however to suit their needs. For example, you can add or remove audio inputs, un-sync (or re-sync) audio inputs with Creator Mix by clicking the  icons, and lastly, make sure to add a listening device to monitor the mix.

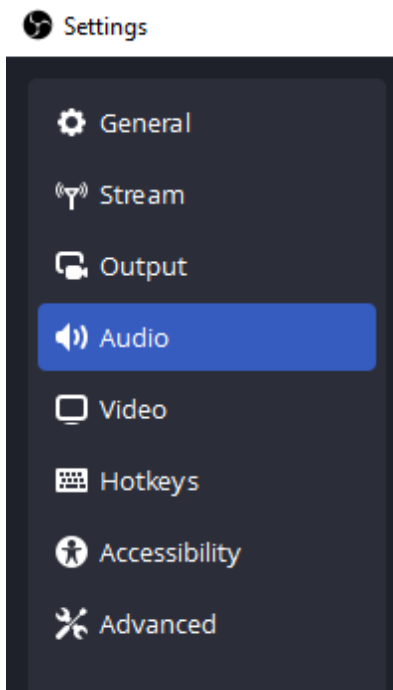
Adding Audience Mix to OBS Studio

This guide covers the steps to add the Audience Mix to OBS Studio.

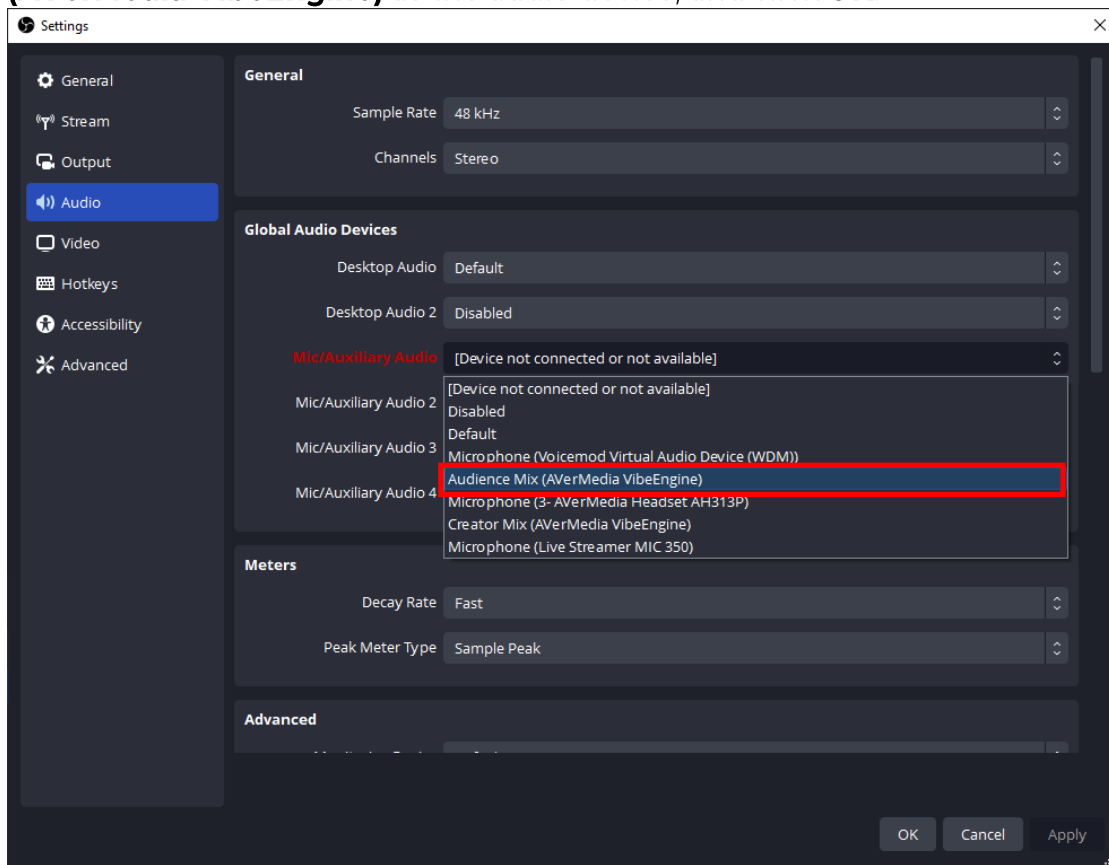
1. Open Streamlabs OBS and go to **File > Settings**.



2. Select **Audio** from the left column.



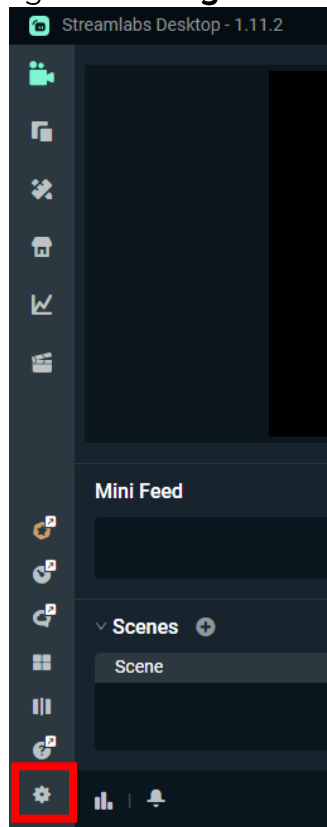
- Under **Global Audio Devices > Mix/Auxiliary Audio**, select **Audience Mix (AVerMedia VibeEngine)** as the audio device, and click **OK**.



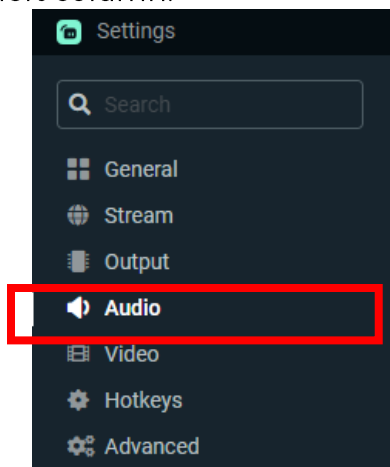
Adding Audience Mix to Streamlabs OBS

This guide covers the steps to add the Audience Mix to Streamlabs OBS.

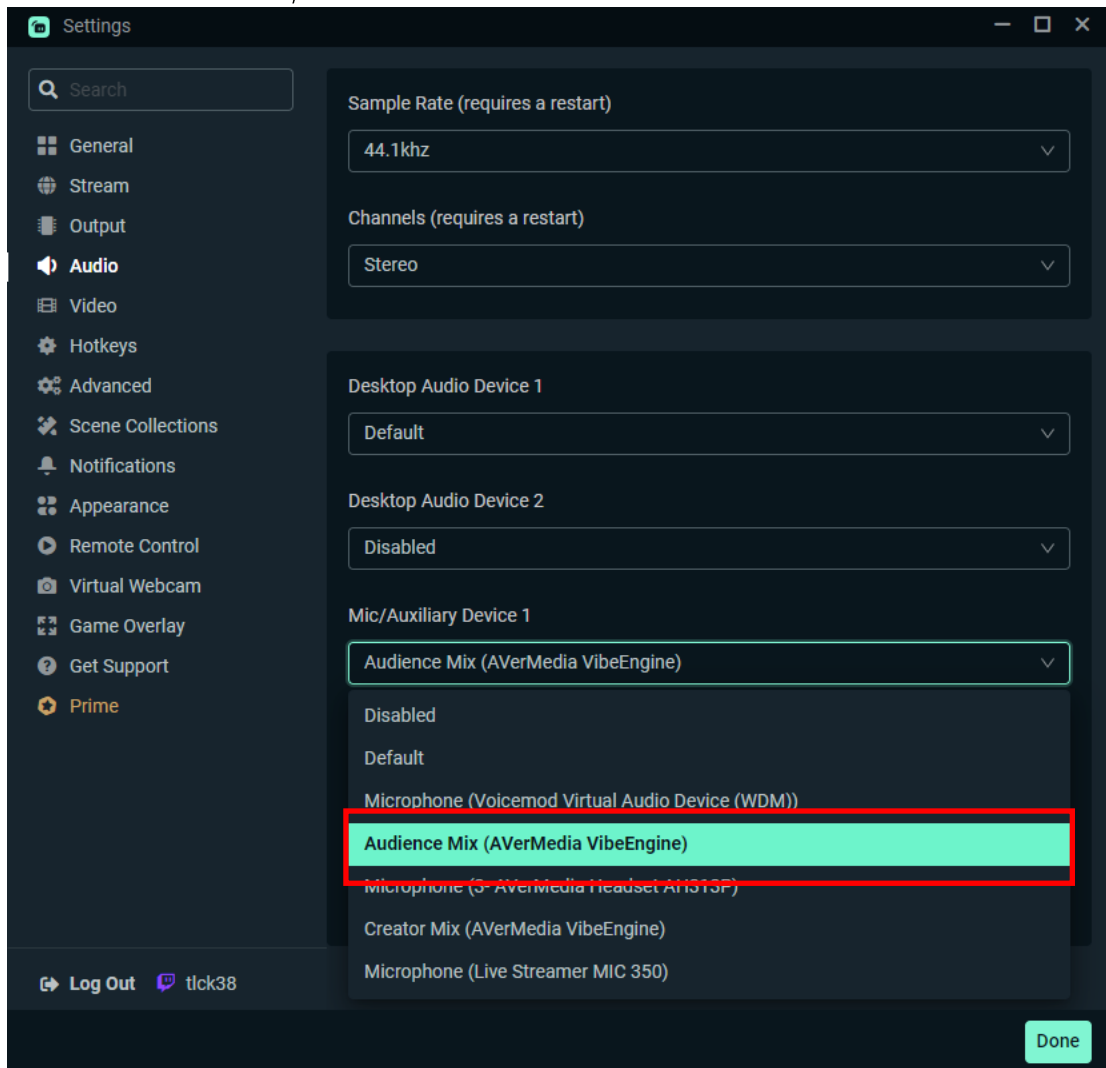
4. Open Streamlabs OBS and go to **Settings**.



5. Select **Audio** from the left column.



6. Go to **Mix/Auxiliary Device**, select **Audience Mix (AVerMedia VibeEngine)** as the audio device, and click **Done**.



Setting up VST Audio Effects

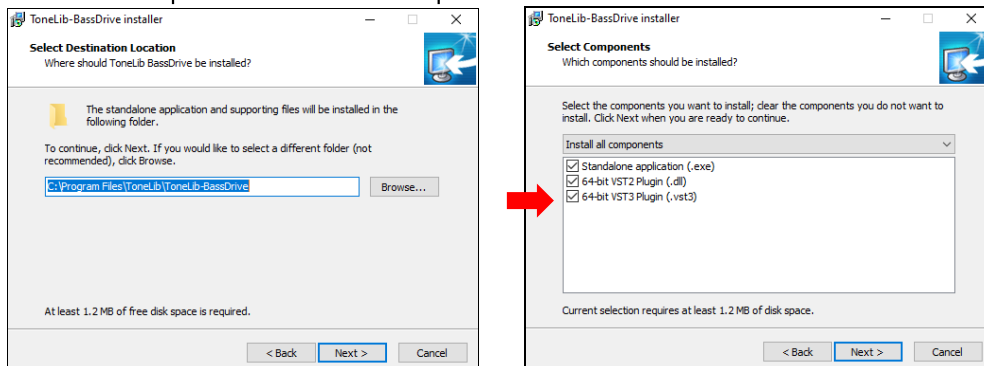
This section will cover how to set up Virtual Studio Technology (VST) Audio Effects in VibeEngine.

Note that VibeEngine does not include pre-installed VST plugins. So to use a VST plugin in VibeEngine, you need to download and install one on your computer beforehand. See below for a list of compatible VST plugins.

Compatible VST Plugin List

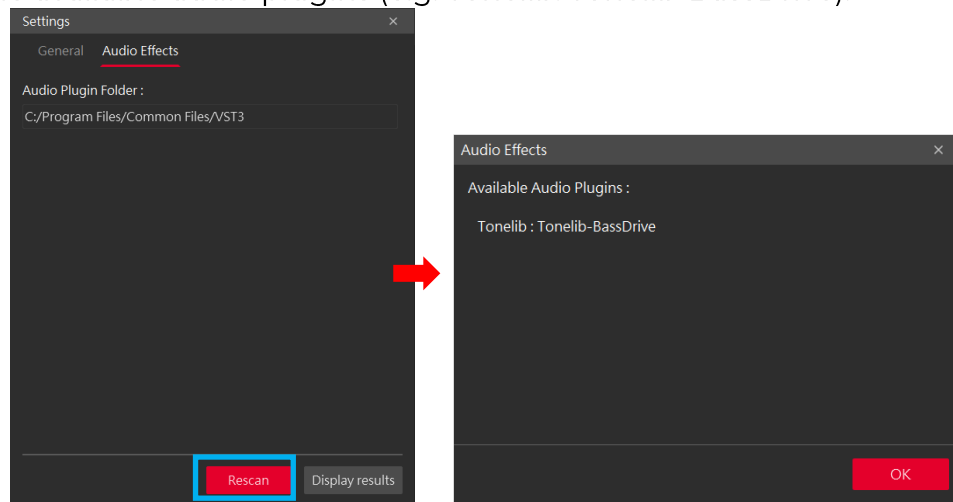
Name	Download
ToneLib Bass Drive	link
ToneLib TubeWarmth	link
Krush	link
Viator DSP Multi-Q	link
Valhalla VintageVerb	link
Rast Sound Mad Filter	link
Audio Damage RoughRighder3	link
Minimal Audio Rift Feedback lite	link
Nicky Romero Kickstart 2	link
Denis Tihanov OrilRiver	link
Totec-Audio DeeGate	link


1. Download a VST plugin (e.g. ToneLib Bass Drive).
2. Follow the procedure to complete the installation.

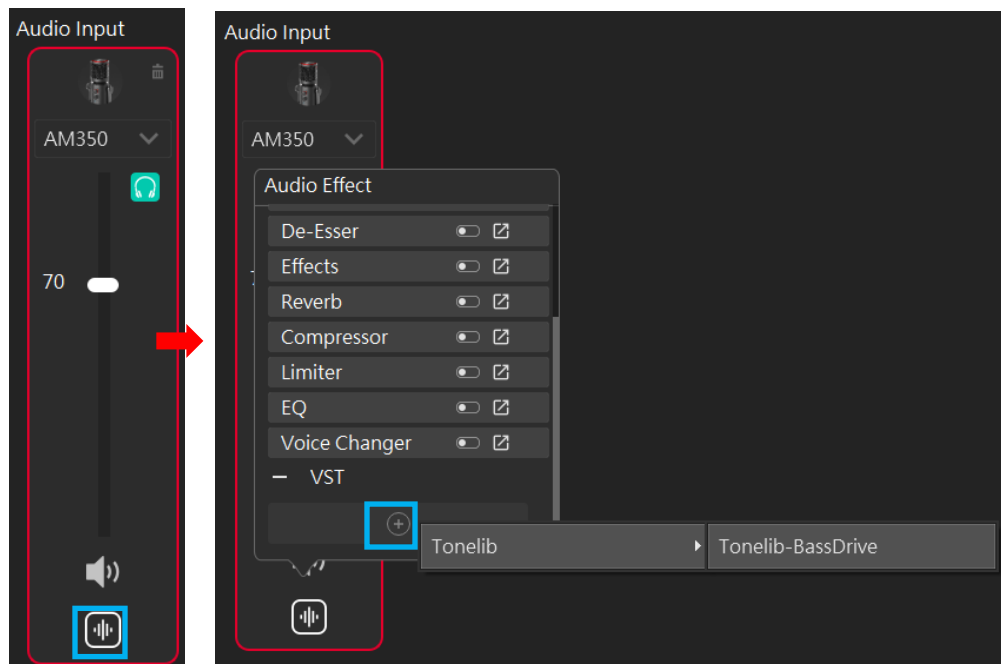


Note: Before VST plugins can be used in VibeEngine, they need to be scanned and registered.

3. Go to **VibeEngine > Settings > Audio Effects**, and click **Rescan**. You'll see all the available audio plugins (e.g. Tonelib: Tonelib-BassDrive).



4. Go to **Mixer Mode**, and click  at the bottom of the audio input to which you want to use the plugin. Once you see an Audio Effect list, go down to VST and click the "+" icon to add the plugin.



5. Click OK and it's ready to go.

