ZOOM SESSION WITH A DAW
(Pro Tools example)
By Dave Heffner

- Goal is to have all communications flow through each participant's audio interface.
    - Ideally, have the audio interface, such as a Focusrite plugged directly into the computer rather than a hub. If using a hub, make sure it is powered.
    - Plug headphones into the audio interface headphone jack. Have speakers turned off to prevent feedback.
    - Plug a condenser microphone (preferred over a dynamic mic) into the first input of the audio interface. Turn on the 48 volt phantom power and set the gain (volume) knob on the interface to "12 o'clock" for starters.
- Join the meeting with "computer audio."
- Find "Settings" usually from the top menu and select the "Audio" tab.
    - The audio driver for your audio interface should be selected for both the Speaker and Microphone sections. Test each selection.
    - Under the "Audio Profile" section, select "Original sound for musicians" as well as all the sub-categories: High-fidelity music mode, Echo cancellation, and Stereo audio.
- Video is optional but not critical.
- Share your computer screen
    - Host should have selected "multiple participants can share simultaneously."
    - Select "Share Screen" (usually a green button.
    - Select the "Desktop"
    - SELECT "SHARE SOUND." If it does not appear on the screen, choose the "Advanced" tab to locate it.
- Launch Pro Tools or other DAW.
    - Under "Setup" choose "Playback Engine."
    - Your audio interface should be selected under "Playback Engine."
- Sharing Sound
    - If running your DAW in a Windows-to-Windows or Windows-to-MacOS environment, you will likely only be able to share the sound of the host. In that case, it will be necessary to send projects to the host for playback.
    - If running your DAW in a MacOS to MacOS environment, you should be able to hear each other's projects. If not working, Zoom has created a custom audio driver for the MacOS. Go to the playback engine and select "ZoomAudioDevice"