

# Apogee MetaRecorder

## User's Guide v1.2

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**Getting Started Quickly**



To get started quickly, tap the red Record/Pause button (A)...you're now recording take 1!

**IMPORTANT** - If you're using the demo version of MetaRecorder, you can only record 60 seconds per Take. Go to Settings > Enable Unlimited Recording learn about upgrade options.

To pause recording, tap the Record/Pause button. Resume recording by tapping the Record/Pause button again. Recording is resumed and audio is appended to the current audio file.

To adjust the gain of your input device, simply drag the white slider (B).

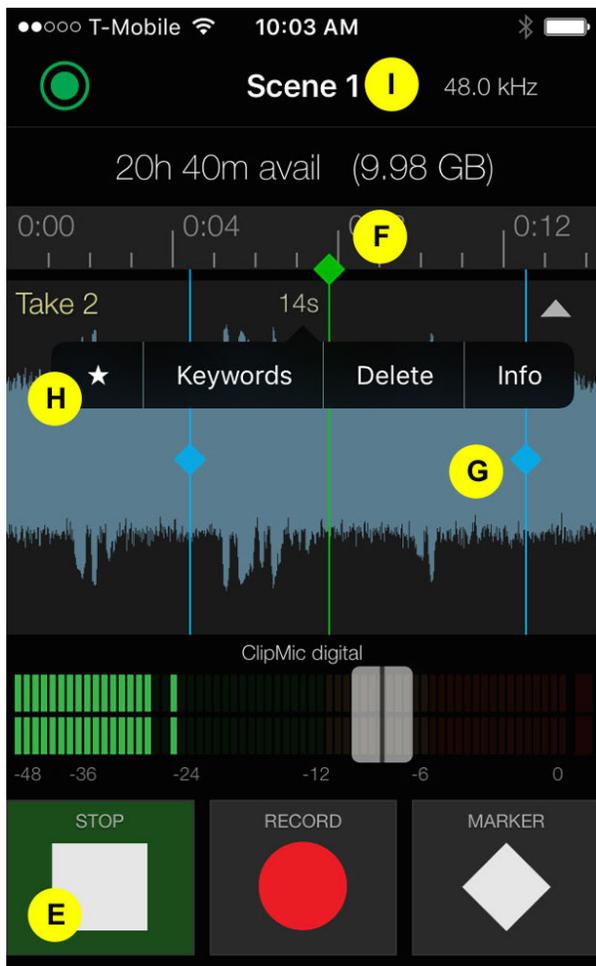
While recording, you can add blue Markers by tapping the Markers pointer (C).

Add notes to the marker by tapping the Marker's diamond, then tapping the Marker label to enter text. Don't worry, recording won't be interrupted. Once recording is done, move the Marker by tapping and holding the diamond.

All your Markers and Notes automatically appear in Final Cut Pro.

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To listen to your recording, tap the Play/Stop (E) to stop recording, then tap it again to play from the beginning of the Take.

Tap in the Timeline (F) to move the green Playhead anywhere in the take. You can also drag the (green) Playhead on the Timeline.

When you tap Record to start a new recording, a new Take is automatically created with the next take number. Once recorded, drag the waveform display (G) up or down or tap the Take selection arrow to scroll through multiple takes.

Final Cut Pro can use the Take numbers to automatically organize your files.

Double-tap anywhere in a recorded waveform to display the Take Menu (H)

- Tap the star to designate the Take as a “favorite”.
- Tap Keywords to add a Keyword.
- Tap Delete to remove the recorded Take from the Scene.
- Tap Share to share the Take via AirDrop, Messages, Mail or the Copy To compatible app function. Takes may be exported either at their original resolution or in a compressed AAC format.
- Tap Info to change the name of the Take and see more info.
- Learn more: [Rec/Play View](#).

You can use the “Favorites” tag or Keywords to search for your files in Final Cut Pro.

Your Takes are all stored in a Scene folder. To change the following Scene parameters, tap the Sample rate-bit

depth indicator (**I**) - the Scenes view is displayed.

- Scene Name
- Filename Format
- Sample rate & Bit depth
- Input Channel configuration
- Input Name (Roles).\* Learn more: [In Depth - Scenes View](#)

Final Cut Pro can automatically organize your files by Scene name/number. You can use the Input Name (Roles) tag to search for files.

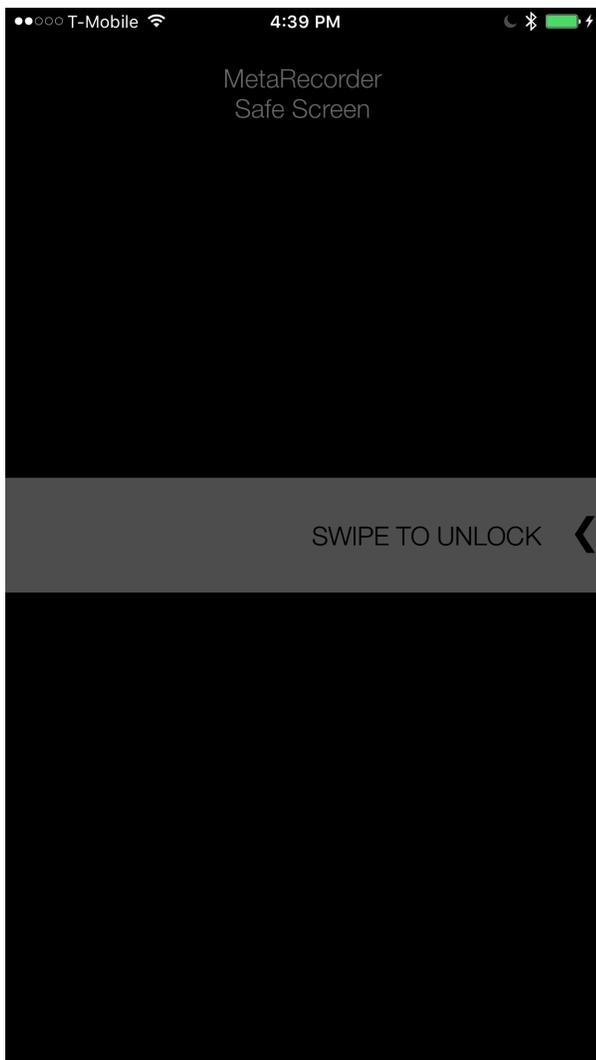
## iOS Device Settings

When using MetaRecorder, make the following settings on your iOS device for the best performance:

- Turn on Do Not Disturb in Settings (or in the Control Center).
- To use the Master-Satellite functionality, connect to an infrastructure Wi-Fi network.
- If no infrastructure network is available, ensure that Wi-Fi is On and the connection status is displayed as “Not Connected”. MetaRecorder uses the iOS device’s Wi-Fi hardware to create a peer-to-peer network.

To avoid inadvertent triggering of controls (for example when concealing the iOS device in clothing), two settings are provided:

- Safe Screen - Swipe from the left side of the iOS device to engage the Safe Screen. Safe Screen prevents any controls from being inadvertently triggered and darkens the interface to preserve battery life. When Safe Screen is engaged, swipe down to view the interface without altering settings. Swipe right to uncover MetaRecorder.



- Long Press to Pause/Stop - In the Settings tab, turn on this setting so that the Play/Stop button or Record/Pause button must be pressed for 1.5 seconds to stop or pause recording.

## Welcome to MetaRecorder

Apogee's MetaRecorder is the first two-channel audio recording app for iPhone, iPad and iPod touch to offer intuitive recording, tagging and organizing audio in the field plus export in Final Cut Pro XML format.

Even if metadata isn't part of your workflow, MetaRecorder provides useful automatic file naming features, so that your audio files always have informative and useful names.

Starting with version 1.2, it's possible to link up to 4 iPhones\* in a flexible array of iOS audio recorders, offering revolutionary and innovative workflows for field and audio-for-video recording.

\*Also supports iPad and iPod Touch

Additionally, MetaRecorder provides direct control of these Apogee and Sennheiser audio devices:

- Sennheiser ClipMic digital
- Sennheiser MKE 2 digital
- Apogee ONE for iPad & Mac
- Apogee Duet for iPad & Mac.

- Apogee MiC (app unlock only, no hardware control)
- Apogee Jam (app unlock only, no hardware control)

Of course, MetaRecorder may be used with any compatible audio hardware, even the Built-in mic.

### What is Metadata? Why should I care?

Metadata, quite simply, is data about your media. Liner notes to your favorite album are, in essence, metadata about the music. That Post-it note with timecode addresses stuck to your tapes are metadata. Metadata is the information that helps you organize your media so you can find specific items more quickly.

Metadata is an important aspect of any modern video production, where a large amount of media is collected in the field rapidly, and then sifted through in the more controlled confines of a postproduction studio. Rather than try to sort media by fixed attributes, the metadata allows you to create highly specific search queries with as many attributes as it takes to find the file you're looking for. For example, you can search for "all the best take Boom recordings of the "Buffy" character that were shot during the reshoot of the exterior night scene" if you've added the right metadata to your production files.

Apple's Final Cut Pro X is built from the ground up to support workflows that rely on metadata. As production video and audio is ingested into Final Cut Pro, the user adds the metadata tags that will allow him to build effective searches.

Apogee's MetaRecorder offers the chance to start gathering audio file metadata during production in the field, so you begin post-production with a head start on tagging and organization of your audio media files.

See Using Metadata to [Organize Your Media](#) for a list of metadata tags captured in MetaRecorder which are searchable in Apple Final Cut Pro

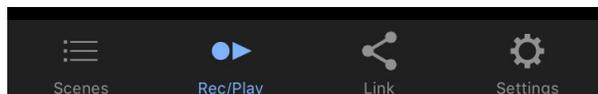
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## Navigating in MetaRecorder

MetaRecorder organizes audio recordings in Scenes; only one Scene at a time may be active. In each Scene, the recordings, called Takes, are arranged as a vertical "stack" for easy selection. A new Take is created for any new recordings - there's no way to record over previous recordings.

Navigation around the app is made easy by the four tabs at the bottom of the app view. The tabs are visible in every view, so it's easy to get your desired view fast!



### Scenes

- Create and name a new Scene
- Select the active Scene
- Customize the filename format
- Set the Scene's input channel configuration
- Set the Scene's sample rate and bit depth

- Customize the Input Name

## Rec/Play

- Record and play back audio
- Select and audition takes, choose Favorites, export Takes, add and delete Markers and Keywords
- Adjust audio hardware inputs levels

## Link

- Set up the device for use as a Master or Satellite Recorder
- From the Master Recorder, set levels, initiate recording, add Markers, Favorites and Keywords to Satellite Recorders

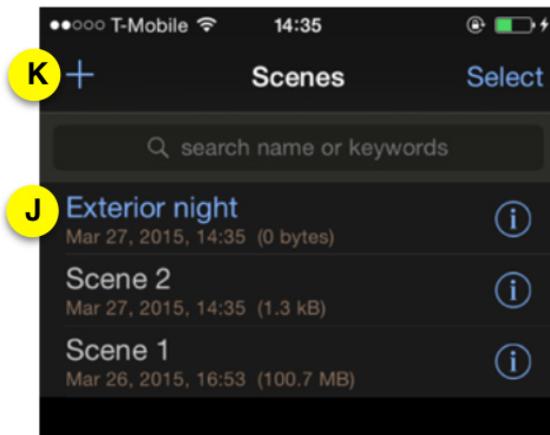
## Settings

- Enable Input Monitor (play through of audio from input to output)
- Select the DSP preset for Sennheiser ClipMic digital and MKE 2 digital
- Other useful operational preferences.

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## In Depth: Scenes View



Only one Scene at a time may be active; the active Scene's name appears in blue (**J**). Tap a Scene name to make it active and open the Rec/Play view.

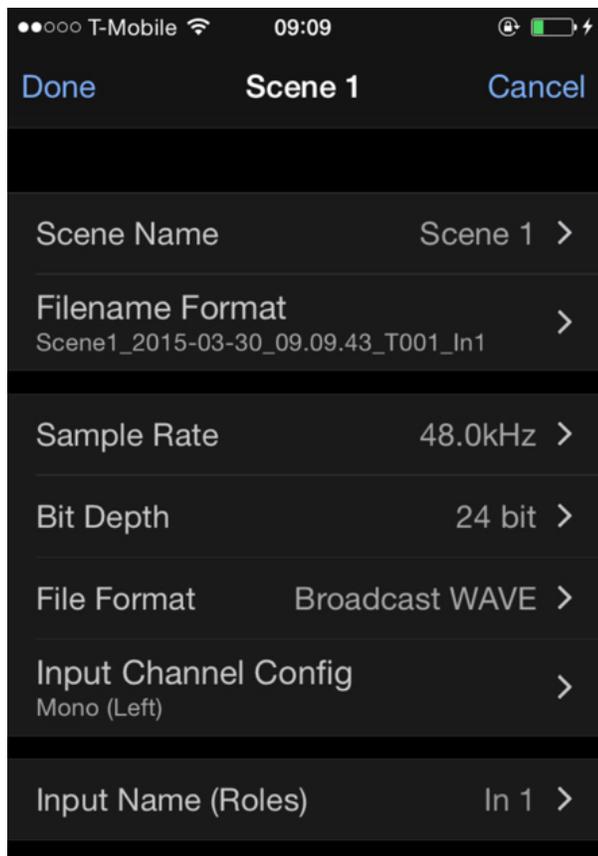
Tap + (**K**) to create a new Scene. The Scene Settings view is displayed.

Tap a Scene's Info icon to open the Scene Settings view for that Scene.

Tap Select to select one or more Scenes to share (export) or delete. Learn More: [Sharing - Overview](#)

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Scenes > Scene Settings



**Scene Name** - Tap to name the Scene. Subsequent Scenes will default to the same name with an automatically incremented number.

This name is stored in the metadata of all audio files and appears in Final Cut Pro as the **\*\*Scene\*\*** metadata tag.

**Filename Format** - Tap to customize the automatic audio file naming format. See Filename Format view below.

**Sample Rate** - Tap to choose the Scene sample rate. All standard rates from 44.1–96kHz are available, plus 22.05kHz, useful for saving memory space when recording, say, an interview.

**File Format** - choose the audio file format: Broadcast WAVE - under most circumstances, use Broadcast WAVE format. Broadcast WAVE format has a limitation of 2G per file. At 48kHz/24-bit, this means that 1 contiguous file can be no longer than a little over 4 hours. CAF - Core Audio format - Core Audio format has no file size limitation, but doesn't support all Final Cut Pro metadata.

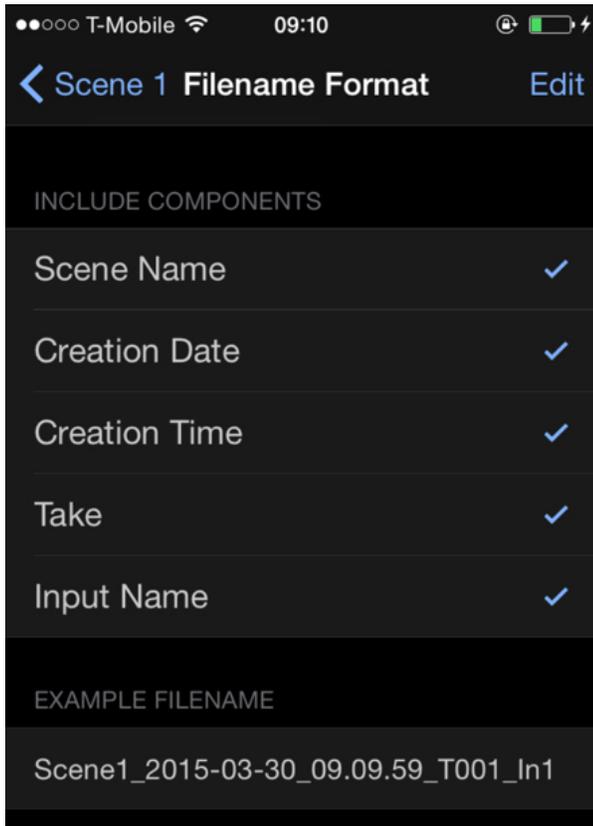
**Bit Depth** - Tap to choose the audio file bit depth. Use 24-bit for higher quality, 16-bit to save memory space.

**Input Channel Config** - Tap to choose the Scene input channel config - the selections available are determined by the connected audio hardware. See Scenes > Scene Settings > Input Channel Config below.

**Input Name (Roles)** - Tap to enter an Input Name. This name appears in the upper lefthand corner of the Rec/Play waveform(s) and may be included in the audio filename.

This name is stored in the metadata of all audio files and appears in Final Cut Pro as the Roles metadata tag.

## Scenes > Scene Settings > Filename Format



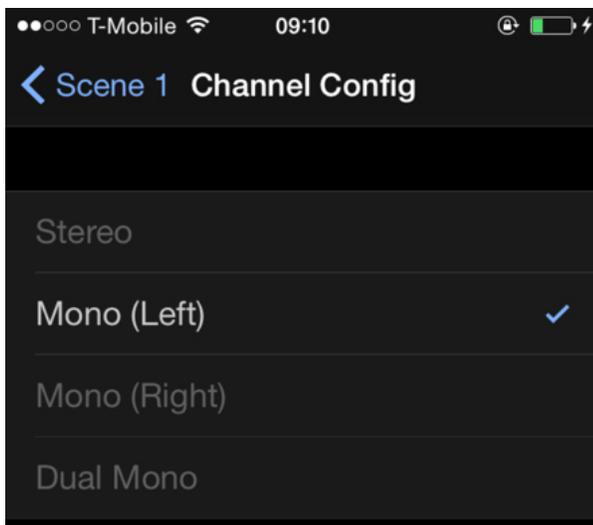
Tap each component to be included in the automatically generated audio file name. Most of the components auto-increment during the course of a Scene, so each audio file always has a unique name.

The Example Filename displays how the resultant audio file name will look given the components selected.

Tap Edit to re-arrange the order that the components appear in the name. Maybe you want the Input Channel Name to appear first!

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## Scenes > Scene Settings > Input Channel Config



Tap the desired input channel configuration.

The configurations available for selection are determined by the audio hardware in use. For example, when using the iPhone's internal mic, only the **Mono (Left)** config may be selected.

When audio hardware has two input channels (such as Apogee's ONE or Duet), then any config may be chosen:

**Stereo** - Records both hardware inputs into one stereo audio file.

**Mono (Left)** - Records the left input into one mono audio file.

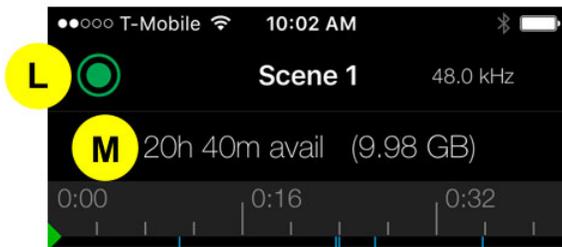
**Mono (Right)** - Records the right input into one mono audio file.

**Dual Mono** - Records each input into its own mono file.

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## In Depth - Rec/Play View



See Getting Started Quickly for a description of many of the Rec/Play view's features. Additional features are described below.

When the device is configured as a Master or Satellite recorder, the Connection Status icon (L) displays a green circle when the device is connected and a red triangle when the device is disconnected.

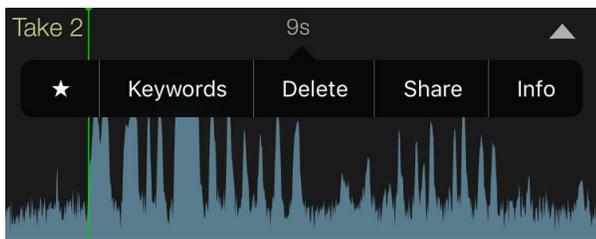
Swipe the Playhead location (M) to the left to see the remaining device memory and remaining recording time at the current sample rate/bit depth.

**Sample Rate displayed in orange** - When the sample rate/bit depth indicator is displayed in orange, this indicates that the playback sample rate is different than the Session rate. This can occur when using an input device (such as Apogee MiC or Sennheiser ClipMic digital) that supports up to 96kHz with the built-in headphone output, which supports only to 48kHz. Note that in this circumstance, Input Monitor is disabled. This does not affect the recorded files.

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## Rec/Play > Take Menu

Double-tap anywhere in a recorded waveform(s) to display the Take Menu



Tap the star to designate the Take as a Favorite.

This designation is stored in the metadata of the specific take and appears in Final Cut Pro as the Favorites metadata tag.

Tap Keywords to add Keywords to the Take. In the Keywords view, you can create and add a new Keyword or add Keywords from the Keyword Library that have been used in previous Takes and Scenes.

Keywords are stored in the metadata of the specific take and appear in Final Cut Pro as **\*\*Keywords\*\***.

Tap Delete to delete the audio from your iPhone's memory. Use caution, as deleting a file can't be undone.

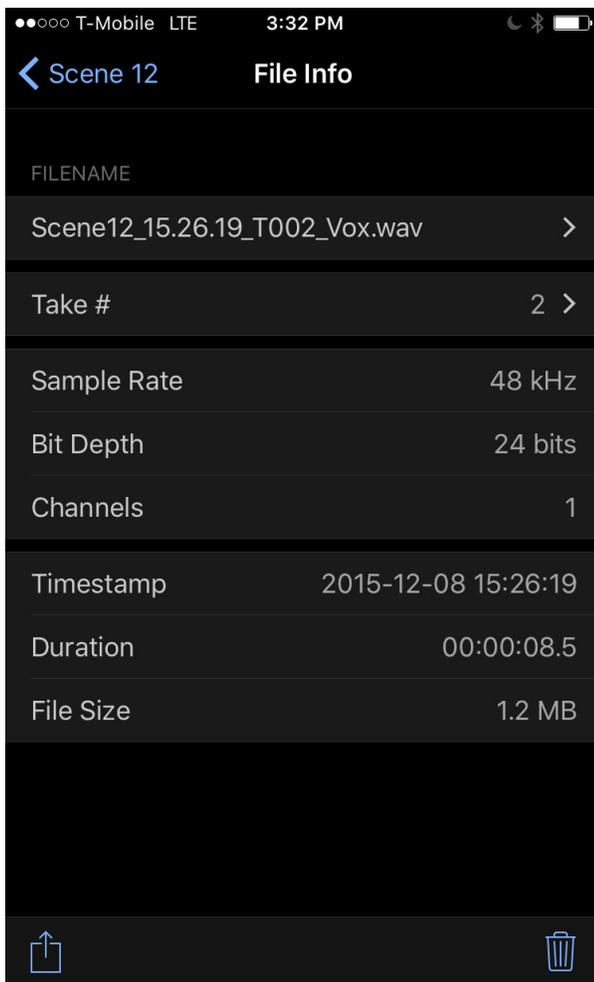
Tap Share to share the Take via AirDrop, Messages, Mail or the Copy To compatible app function. The Copy To function allows MetaRecorder Takes to be opened in other iOS audio apps. Takes may be exported either at their original resolution or in a compressed AAC format.

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## **Rec/Play > Take Menu > Info**

Tap Info to display the Take Info view.



**Filename** - Tap to modify the filename. Subsequent Takes revert to the automatically generated file name.

**Take #** - Tap to modify the Take number. An existing Take number can't be re-used unless the existing Take is deleted. See Managing Take Numbers below.

**Sample Rate** - indicates the file sample rate.

**Bit Depth** - indicates the file bit depth.

**Channels** - indicates the number of channels.

**Timestamp** - indicates the file Timestamp, consisting of date and time of recording.

**Duration** - indicates the file duration

**File Size** - indicates the file size.

**Share File icon** - share the Take via AirDrop, Messages, Mail or the Copy To compatible app function.

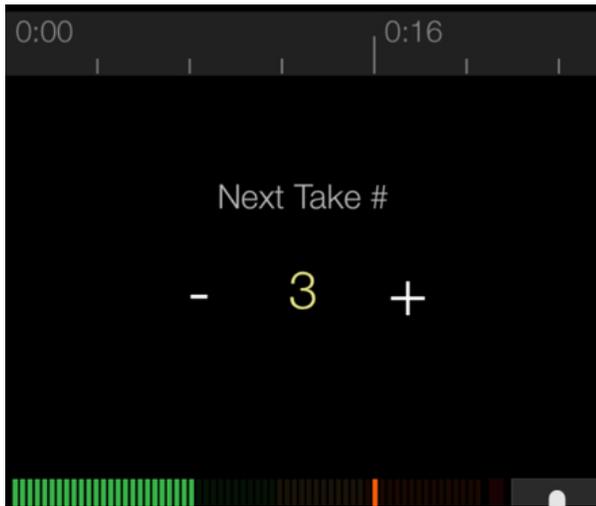
**Delete File** - deletes the Take - be sure you want to delete, there's no undo!

## Managing Take Numbers

Take numbers are automatically incremented as takes are recorded, but you may find yourself in a situation

where you need to change the take number to match another device, such as a video production slate.

The take number of recorded takes may be modified in the Info View, as shown above. The take number can't be set to a take that already exists in the Scene, so it's necessary to choose another take number or delete the conflicting take.

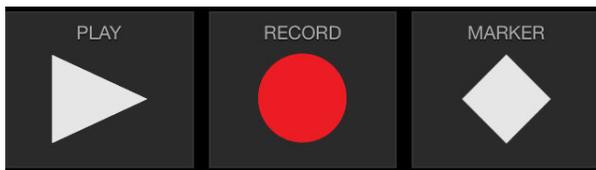


To select the take number before recording a take, scroll past the last recorded take until the Next Take # setting is displayed. Again, take numbers already used in the Scene aren't available.

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## Transport Controls



Sometimes you may want to record one contiguous audio file, other times you may want to separate your recordings into separate audio files.

When stopping and re-starting recording, it's possible to either append new audio to the existing Take or create a new Take.

To append new audio to the existing Take, tap the Record/Pause button to pause recording, then tap it again to resume recording. Newly recorded audio is appended to the existing Take, with no change in Take number.

To create a new Take, tap the Play/Stop button to stop recording, then tap the Record/Pause button to restart recording. A new Take (with a new Take number, of course) is created.

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## In Depth - Link View

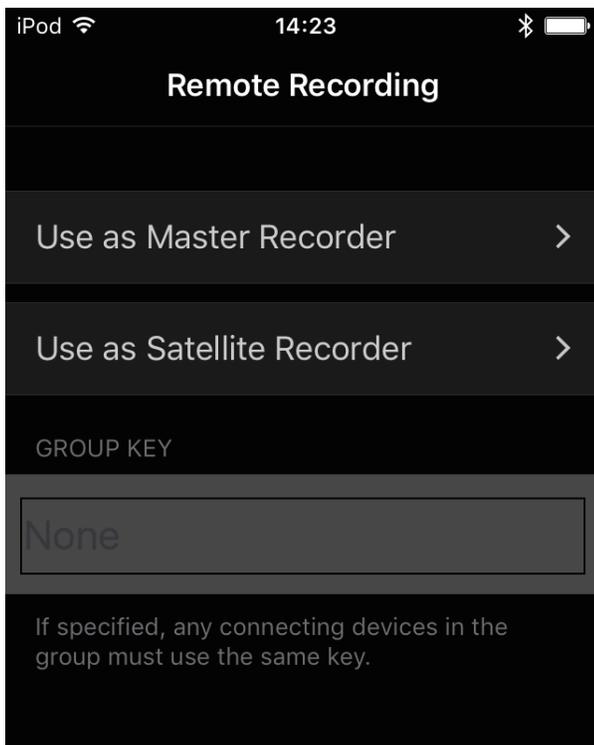
With the Link view, it's possible to create an array (or more precisely, a mesh network) of iOS audio recording devices controlled from one Master. When you perform certain operations (like tapping Record or adding a Marker) on the Master, the same operation is performed on all connected Satellites. Here are all the operations that may be controlled from the Master:

- Scene Creation - When a Scene is created on the Master, a Scene is automatically created on all connected Satellites using the same parameters EXCEPT Input Name (Roles). It's a good idea to customize Input Name (Roles) for each device to better organize your audio files.
- Scene Share - When one or more Scenes are shared on the Master, all similarly-named Scenes are shared on connected Satellites.
- Transport controls - When you tap Record, Pause, Stop or Play on the Master, all satellites' transports follow.
- Take Selection - when a Take is selected on the Master to play, the same take is played on the Satellite and may be monitored from the Master Link tab.
- Markers & Marker Names - Markers and Marker Names set on the Master are transmitted to all Satellites.
- Take Favorite - When you Favorite a Take on the Master, the same Take on all Satellites is set to Favorite.
- Take Keywords - Keywords assigned to Takes on the Master are also assigned to the same Take on all Satellites.

Before connecting a Master and Satellites, make sure the iOS devices are connected to an infrastructure Wi-Fi network. If no infrastructure Wi-Fi network is available, ensure that the iOS device's Wi-Fi is turned on and displays the message "Not Connected" (as shown on the iOS device Settings > Wi-Fi). The iOS devices can then connect to each other in a Peer-to-peer Wi-Fi network.

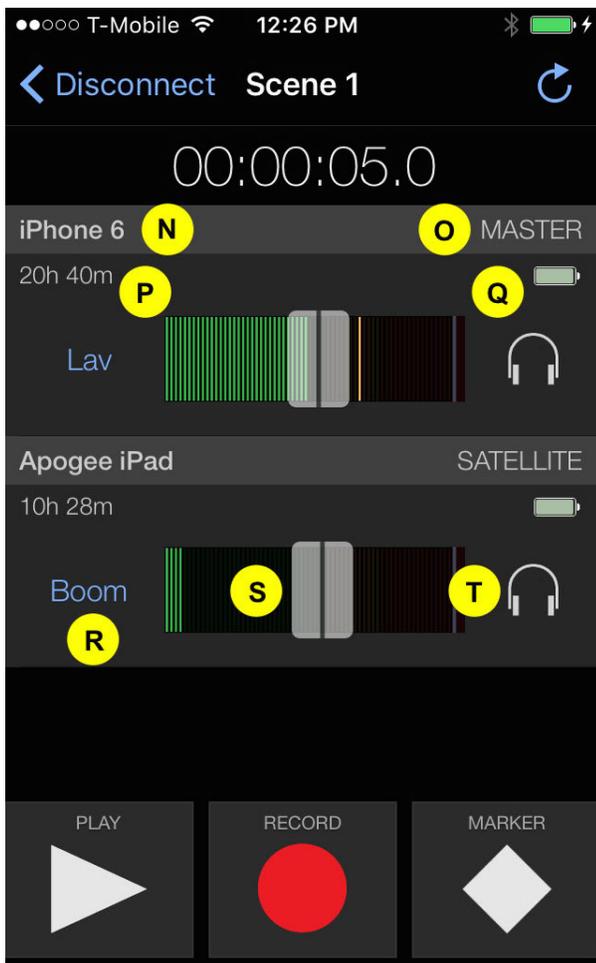
**Warning** - when connecting a Master and Satellites, ensure that MetaRecorder > Settings > Prevent Screen Lock is On. Also, don't press the iOS device's Sleep/Wake button while connected. To prevent inadvertent triggering of controls and preserve battery life, swipe from the left of the MetaRecorder screen to engage the Safe Screen.

For more details about the various types of networks over which iOS devices can be connected, see here: [Connecting to Networks](#)



To configure devices in a MetaRecorder array, choose Use as Master Recorder on one device and Use as Satellite Recorder on up to 3 Satellite devices.

If there are multiple MetaRecorder networks running on the same Wi-Fi network, enter a unique character string in the Group Key field of each Master and associated Satellites. For example, enter “A” on one Master and its Satellites and “B” on a second Master and its Satellites. Now, the “A” and “B” systems can operate on the same Wi-Fi network but remain independent.



Allow a few moments for Satellites to be detected on the Master; once detected, Satellites are listed under the Master in the Link view. Here, the following controls and indicators are offered for the Master and each Satellite:

**Device Name (N)** - The device's name, found in Settings > General > About > Name, is displayed

**Device State (O)** - The device's state as Master or Satellite is displayed

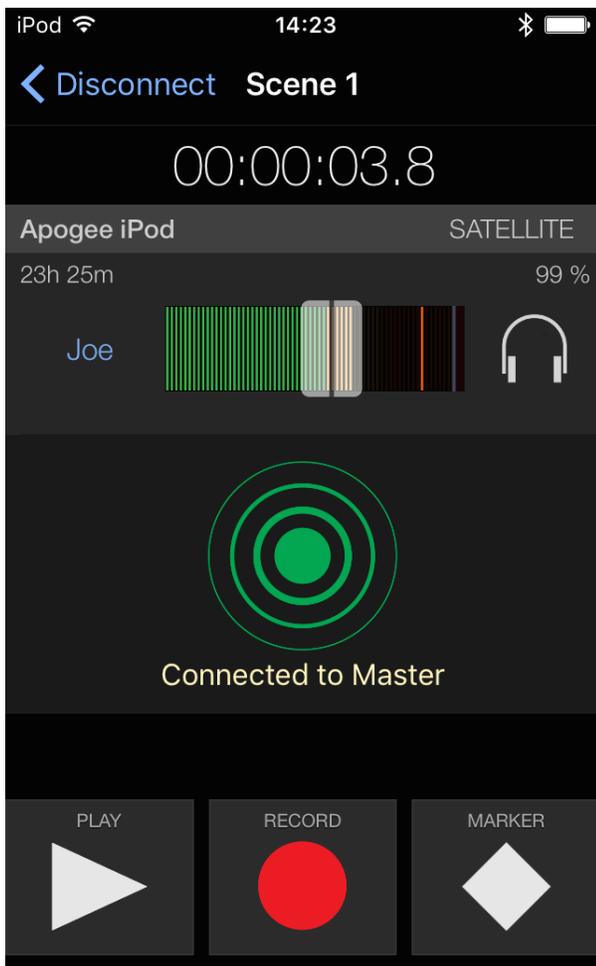
**Recording Time Available (P)** - the available recording time on the connected device is displayed

**Battery Level (Q)** - the battery level on the connected device is displayed

**Roles tag (R)** - tap to set the Roles metadata tag on the device

**Level Meter & Gain control (S)** - tap to set the input gain of the device

**Monitor Button (T)** - tap to monitor the input or playback of the device. Due to bandwidth limitations, only one device may be monitored at a time.



On the Satellite devices, local controls similar to those found on the Master are displayed, as well as a large Connection Status icon.

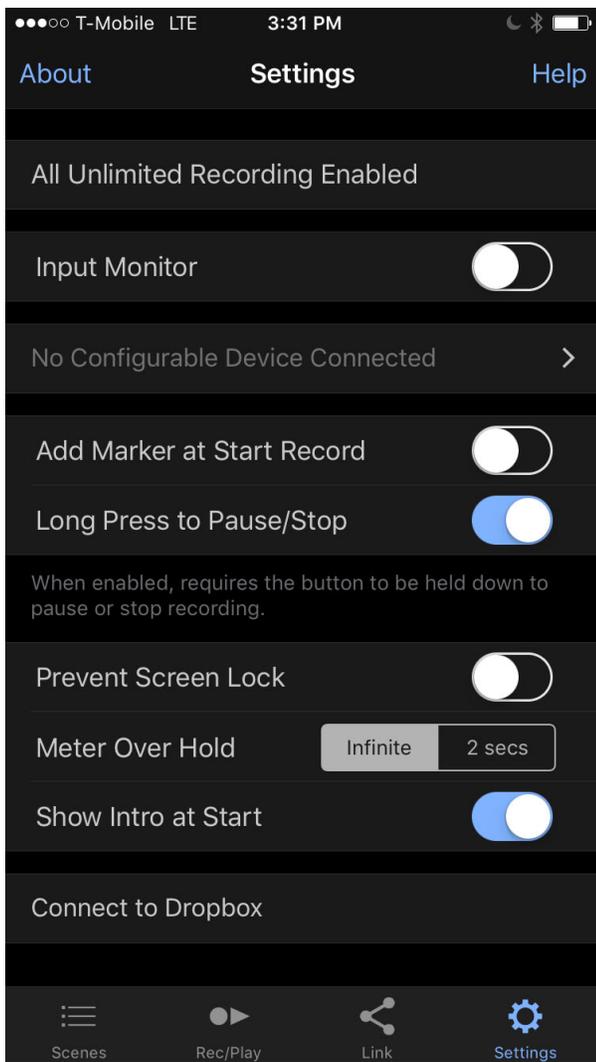
If Satellites don't connect after several seconds:

1) verify that the iOS devices are connected to a Wi-Fi network; 2) verify that the Group Key is identical (or completely blank) on the Master and Satellites; 3) tap Disconnect on the Master and the Satellites, then re-select Use as Master Recorder and Use as Satellite Recorder on the devices. This operation won't interrupt recording if engaged on the devices.

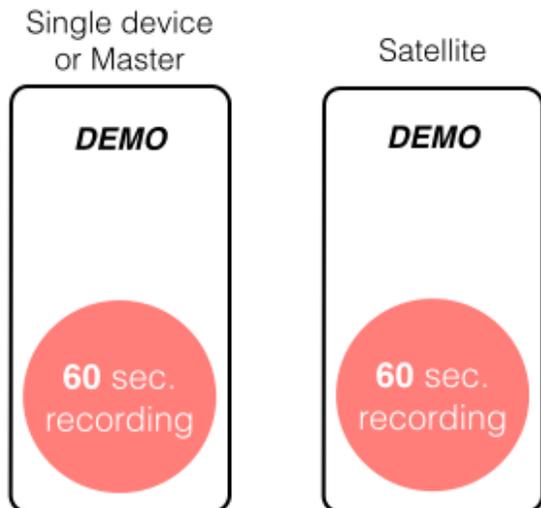
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## In Depth - Settings View



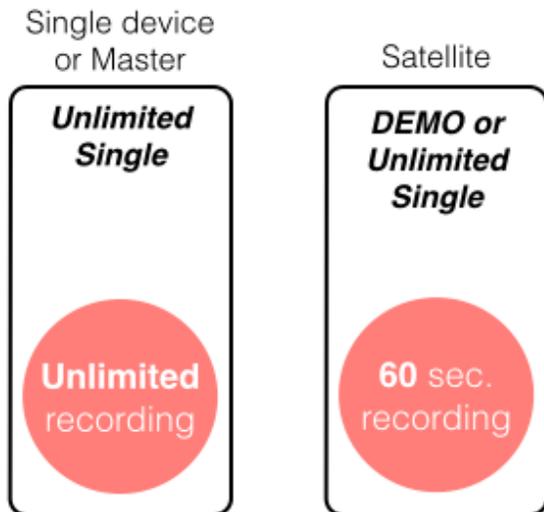
**Enable Unlimited Recording** - The demo version of MetaRecorder offers full functionality with a single device or multi-device system, but limits recording time to 60 seconds. This means that you can try out everything before upgrading - set up a multi-device system with your particular network or situation and make 60-second test recordings, enter metadata and export Scenes to Final Cut Pro and navigate throughout the entire interface - we want you to upgrade with confidence!



There are two in-app purchases available to enable unlimited recording time:

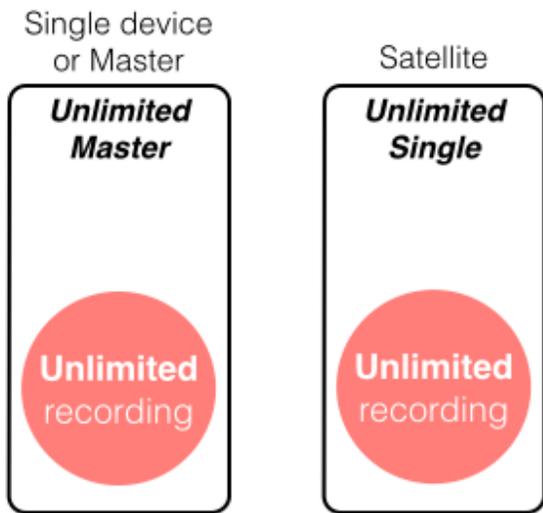
**Unlimited Recording on a Single device** (for purchase or free with compatible hardware): when this in-app purchase is completed, you have unlimited recording time (based on available device memory) on a single device. It's still possible to connect Satellites, but the Satellites' recording time is limited to 60 seconds.

Unlimited Recording on a Single device is unlocked at no cost by connecting the following compatible Apogee or Sennheiser audio hardware: Apogee MiC, JAM, ONE, Duet and Quartet; Sennheiser ClipMic digital and MKE 2 digital.



**Unlimited Recording on Multi-device systems** (for purchase, and lower cost if already upgraded to Unlimited Single): when this in-app purchase is completed, you have unlimited recording time (based on available device memory) on a multi-device Master. The in-app purchase may be downloaded to any other devices that share the same Apple ID at no extra cost - when these devices are configured as Satellites, they have unlimited recording time as well.

For devices that don't share an Apple ID, they must be upgraded to at least Unlimited Recording on a Single device to operate as a Satellite without limitations. So, if you're making a movie with friends and you're planning to use everyone's iPhones for audio, your Master iPhone needs to be upgraded to Unlimited Recording on Multi-device systems and their iPhones need to be upgraded to Unlimited Recording on a Single device. Compared to the cost of comparable systems you might find on a film set though, it's less than the coffee budget!



**Input Monitor** - Engage Input Monitor to route the hardware input signal to the hardware outputs while recording.

Note that when the input device is running at a different sample rate than the output, Input Monitor is disabled. This occurs when using an Apogee MiC or Sennheiser ClipMic digital and the built-in headphone output running a 96kHz session. The headphone output doesn't support 96kHz, so it's disabled under this circumstance.

**WARNING** - when using the iPhone's built-in mic and speaker, the option will be ignored to prevent feedback. To monitor the input, connect headphones.

**Apogee Interface Settings** - When one of the following audio hardware interfaces is connected, hardware input parameters may be set:

- Sennheiser ClipMic digital - DSP settings
- Sennheiser MKE 2 digital - DSP settings
- Apogee ONE for iPad & Mac - Hardware input settings
- Apogee Duet for iPad & Mac - Hardware input settings
- Apogee MiC/MiC 96k - app unlock only, no hardware controls
- Apogee Jam/Jam 96k - app unlock only, no hardware controls

**Add Marker at Start Record** - When engaged, a Marker is automatically added at the start of recording.

**Long Press to Pause/Stop** - When engaged, the Play/Stop button or Record/Pause button must be pressed for 1.5 seconds to stop or pause recording. Engage this function to avoid inadvertently halting recording when, for example, recording while the iOS device is in clothing pockets.

**Prevent Screen Lock** - When engaged, the iOS device is prevented from Auto-Locking while the MetaRecorder app is open. This avoids the nuisance of having to unlock the iOS device to make settings and get feedback from the app, but will result in an accelerated battery power drain.

**Meter Over Hold** - This selection sets the time that the Meter Over indicator is held.

**Show Intro at Start** - This setting determines if the graphic intro is shown when the app is launched.

**Connect to Dropbox** - Connect (i.e. sign in) to a Dropbox account in anticipation of sharing via Dropbox. If

already connected, use the control to disconnect.

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## Sharing - Overview

With MetaRecorder, you can share Scenes (a collection of Takes plus xml file) or individual Takes.

See [In Depth - Rec/Play View](#) to learn how to share individual takes from the Rec/Play View.

MetaRecorder offers several methods for sharing Scenes:

- Dropbox, the popular cloud-based file sharing service;
- Email
- AirDrop
- Message (text)
- iTunes, via a wired connection between your iOS device and your Mac/PC.

Regardless of the sharing method, MetaRecorder shares data in the form of folders, one folder per Scene. Each Scene folder contains:

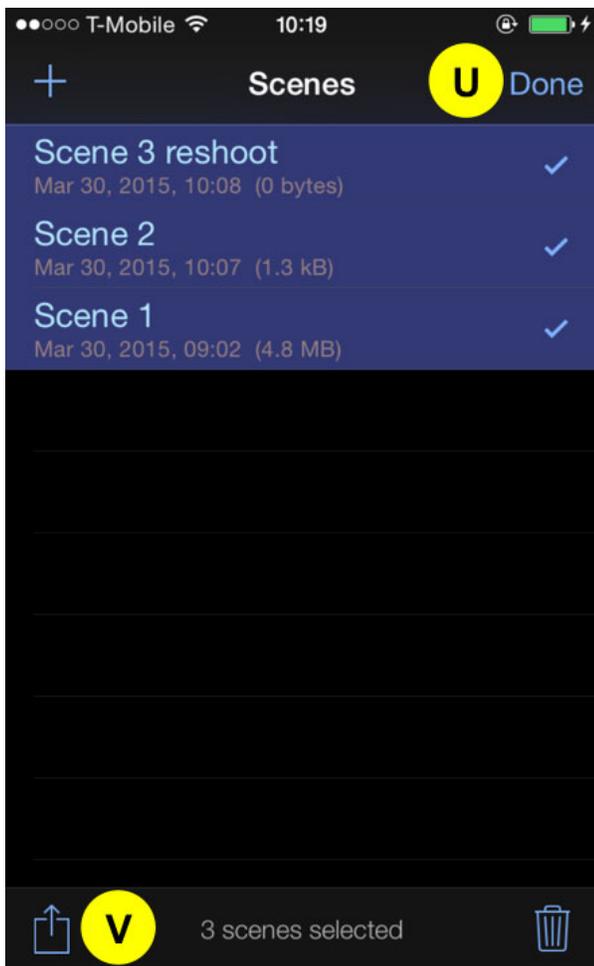
- Audio files, named in the format specified in Scenes > Audio Filename Format
- A Final Cut Pro xml data file, named Scene\_name.fcpxml
- Scene parameters file, named Scene.plist

When multiple Scenes are selected, a second fcpxml file that describes all the Scenes is created as well. This provides an easy way to import multiple Scenes into Final Cut Pro.

### Sharing Scenes via Dropbox

Before sharing MetaRecorder Scenes via Dropbox, you'll need to create a Dropbox account at <http://www.dropbox.com>. Dropbox offers up to 2 TB of cloud storage at no cost, plus very reasonable paid subscriptions.

To share one or more Scenes:



1. Tap the Scenes tab.
2. Tap Select/Done (U), then tap the Scene(s) to be shared.
3. Tap the Share icon at the bottom of the screen (V).
4. Choose “Sync to Dropbox”.
5. A progress bar appears at the bottom of the screen to indicate upload progress. Once the upload is complete, the Share and Trash icons are re-displayed.

Note that “Sync to Dropbox” syncs the Scenes selected for upload with your Dropbox, so only new files are uploaded. This means you can back up your Scenes periodically throughout the day without having to upload every Take each time.

### **Sharing Scenes via Email.**

1. Tap the Scenes tab.
2. Tap Select/Done (U), then tap the Scene(s) to be shared.
3. Tap the Share icon at the bottom of the screen (V).
4. Choose “Export via Email”.
5. A new Mail message is automatically opened and the selected Scenes are compressed in a .zip file and attached - simply add the recipient and send.

### **Sharing Scenes via AirDrop or Message.**

1. Tap the Scenes tab.
2. Tap Select/Done (U), then tap the Scene(s) to be shared.
3. Tap the Share icon at the bottom of the screen (V).

4. Choose “Export to Other...”.
5. Choose either AirDrop or Message
6. If you choose Message, a New Message is automatically opened - add the recipient and send.
7. If you choose AirDrop, first click open the AirDrop window on the destination Mac. After a few moments, the Mac should appear as a destination in MetaRecorder’s pop-up, replacing the AirDrop icon. Tap the Mac to share the Scene - the Scene is transferred to the Mac’s Downloads folder.

## Sharing Scenes via iTunes File Sharing

Using the Lightning to USB cable that comes with the iPhone charger, it’s possible to transfer Scene data to your computer.

There’s no need to select Scenes to share via iTunes File Sharing - this method gives you direct access to the iPhone file storage system.

Connect the iPhone to your Mac or PC using the Lightning to USB cable that came with the iPhone/iPod charger, then launch iTunes.



1. Click on the iPhone (iPad) icon.
2. Select “Apps” on the iPhone (iPad).
3. Scroll down to the “File Sharing” section and select “MetaRecorder”.
4. Select the Scenes to be saved to the Mac/PC.
5. Click “Save to...” and navigate to the desired Mac/PC folder.

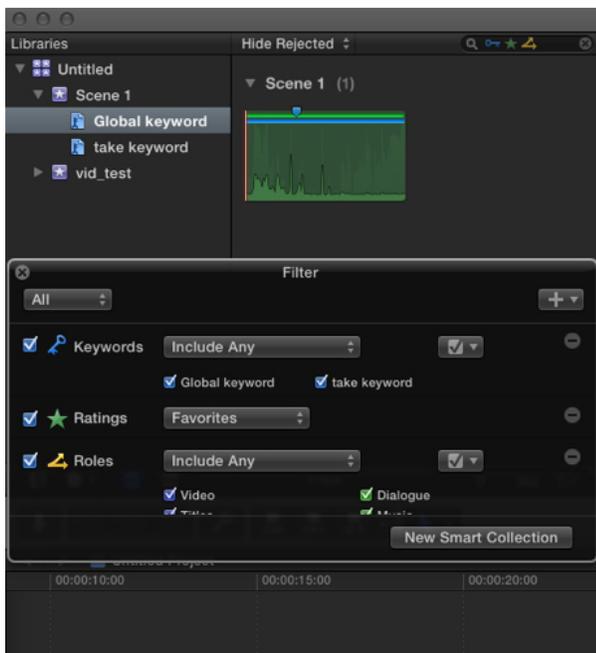
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## Using Metadata to Organize Your Media

The best way to understand what parameters you may want to capture in MetaRecorder is to understand how you can use them in Final Cut Pro to organize and search your files. Below are the Final Cut Pro applications for metadata tags available in MeteRecorder.

### Final Cut Pro Filter Window

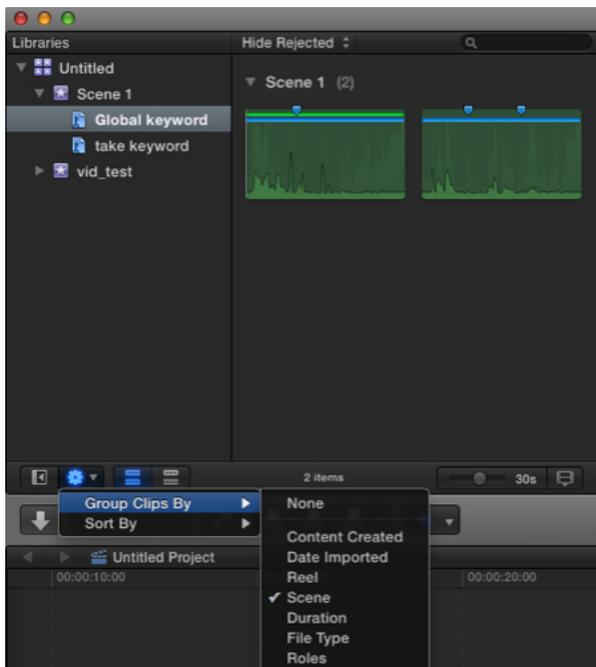


You can use Final Cut Pro's Filter window to search clips using:

- **Keywords;**
- Ratings (i.e. **Favorites**);
- Roles (Input Channel Name in MetaRecorder);
- Dates;
- Any string in the clip name.

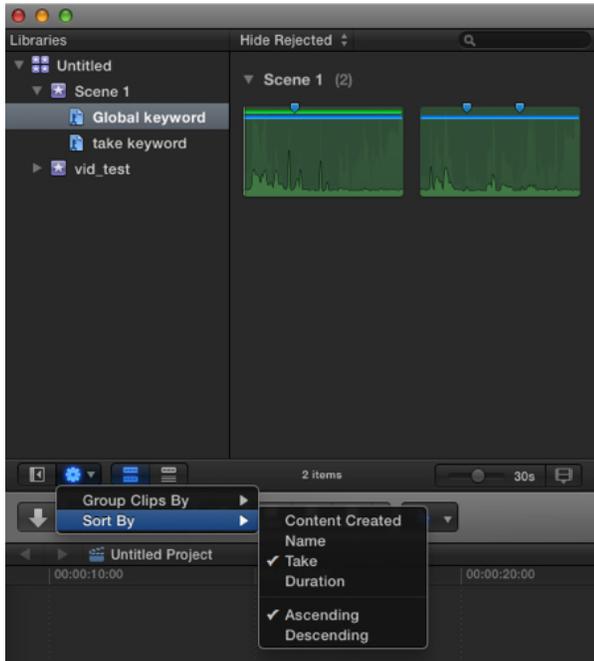
You can store these customized searches as a “Smart Collection”.

## Group Clips By



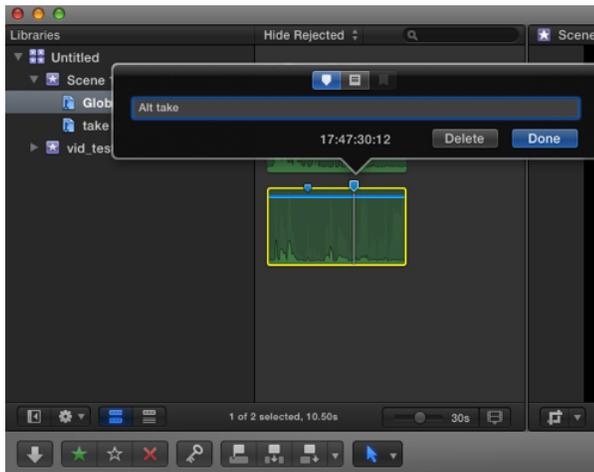
Final Cut Pro can group clips using the **Scene** or **Roles** tags.

## Sort By



Final Cut Pro can sort clips using the **Take** tag.

## Markers & Marker Text



Final Cut Pro displays Markers and Marker Text entered in MetaRecorder.

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## Connecting to Networks

MetaRecorder automatically chooses the best network protocol - Wi-Fi or Bluetooth - to link multiple iOS devices.

Though MetaRecorder employs a network connection for multi-device systems, it's important to keep in mind that once audio recording is initiated on connected devices, loss of network connectivity won't interrupt

or disturb the recording in any way. If a Satellite moves out of range and loses connectivity with the Master, simply move the Satellite back into range - connectivity is automatically re-established.

If connectivity isn't re-established quickly, re-connect the devices by choosing Use as Master on one device and Use as Satellite on the remaining devices - again, recording isn't interrupted by this operation.

### **Infrastructure Wi-Fi + Bluetooth**

Connect your iOS devices to the same infrastructure Wi-Fi for the most reliable Link operation.

### **Peer-to-peer Wi-Fi**

Even if you're out of range of an infrastructure Wi-Fi network, MetaRecorder can use the Wi-Fi hardware in your iOS devices to create a peer-to-peer Wi-Fi network. In Settings, ensure that Wi-Fi is On; the connection status is displayed as "Not Connected" (shown below).



### **Bluetooth**

MetaRecorder supports connection via Bluetooth only, but the performance, especially with Satellite monitoring, isn't ideal.

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