SOUND DEVICES

WINGMAN™

SOUND DEVICES

iOS Application - Wireless Interface for 6-Series

User Guide

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Symbol	Description
>	This symbol is used to show the order in which you select menu commands and sub-options, such as: Main Menu > Audio indicates you press the Menu button for the Main Menu, then scroll to and select Audio by pushing the Control Knob.
+	A plus sign is used to show button or keystroke combinations. For instance, Ctrl+V means to hold the Control key down and press the V key simultaneously. This also applies to other controls, such as switches and encoders. For instance, MIC+HP turn means to slide and hold the MIC/TONE switch left while turning the Headphone (HP) encoder. METERS+SELECT means to hold the METERS button down as you press the SELECT encoder.
ⓘ	A note provides information and important related recommendations. The text for notes also appears italicized in a different color.
⚠	A cautionary warning about a specific action that could cause harm to you, the device, or cause you to lose data. Follow the guidelines in this document or on the unit itself when handling electrical equipment. The text for cautionary notes also appears in a different color, bold and italicized.

Wingman User Guide • Rev 1-A • September 1, 2016

This document is distributed by Sound Devices, LLC in online electronic (PDF) format only. E-published in the USA.

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Revision History

This table provides the revision history of this guide.

Rev#	Date	Software Version	Description
1-A	Sept 2016	v1.00	Initial publication.

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Software License

Wingman Wireless Interface

Wingman is an iOS-based application that provides wireless remote control and monitoring of any 6-Series field production mixer/recorder—the 688, 664, or 633.

It may be downloaded from Apple's App Store and installed on any iPad, iPhone, or iPod Touch mobile device, running iOS 8.0 or later.

The WM-Connect hardware accessory, a Bluetooth® Smart USB dongle for the 6-Series, is required for this integration.

ⓘ *Instructions for installing WM-Connect and downloading the Wingman app are provided in the WM-Connect Quick Start Guide, shipped with the hardware and offered as a free PDF download from the Sound Devices website.*

Topics in this section include:

- **Starting Wingman**
- **User Interface**
- **Transport View**
  - Connecting to a 6-Series Mixer
  - Using Transport Controls
  - Designating Circle and False Takes
  - Using Meter Views
  - Editing Track Names
  - Arming/Disarming Tracks
- **Take List View**
  - Editing a Take's Metadata
- **Reports View**
  - Creating Sound Reports
- **About View**
- **Track View on iPhone or iPod Touch**

Starting Wingman

Before starting the application, ensure the WM-Connect hardware accessory (shown at right) is attached to your 6-Series mixer, that Bluetooth is turned on (on your mobile device), and the mixer is both powered on and running firmware version 4.00 or later.

To start the Wingman App:

▶ Tap the Wingman icon.

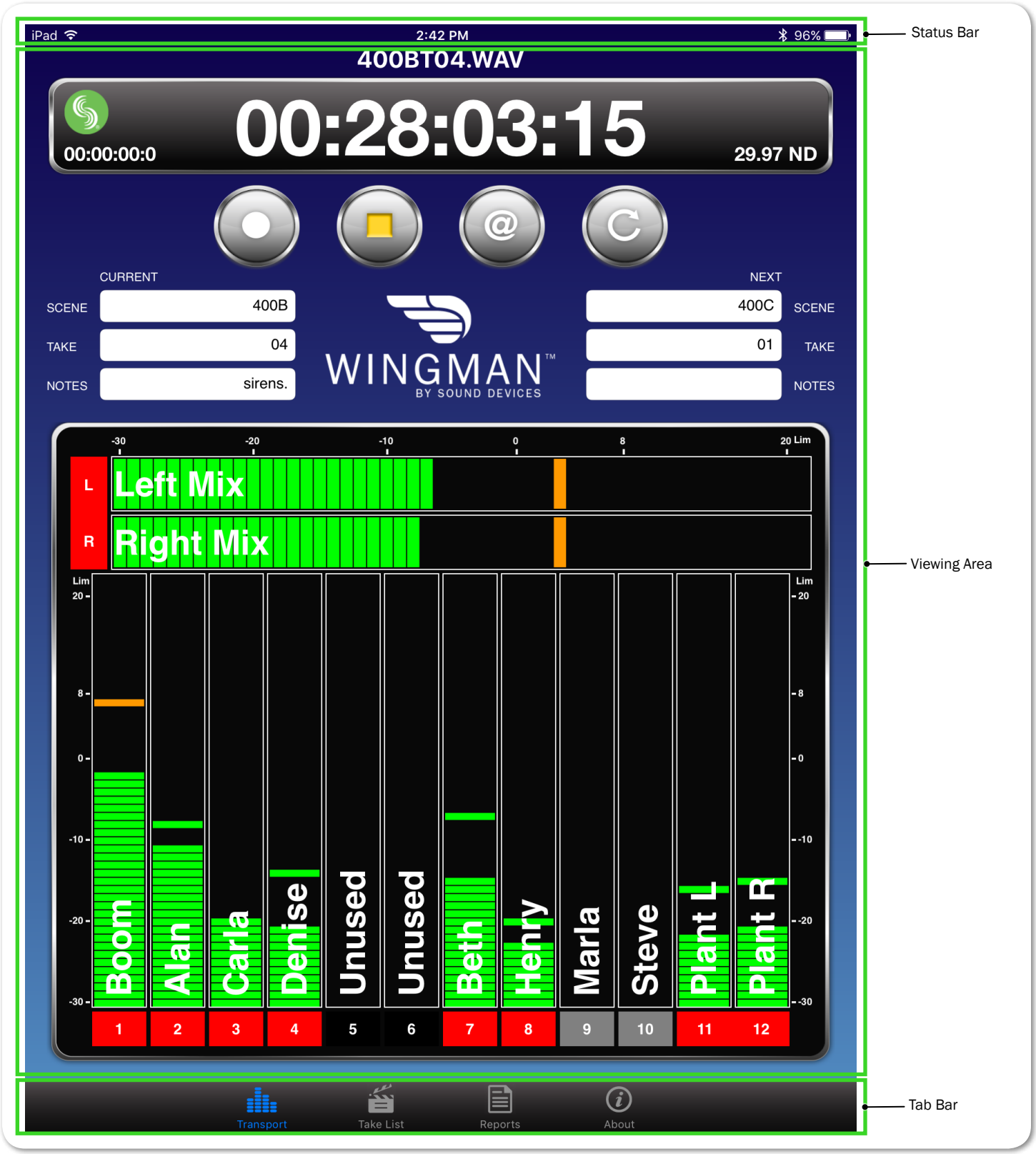
User Interface

The Wingman software application provides an easy-to-navigate, touchscreen user interface. However, because of variable screen sizes, views and some procedures differ depending on which mobile device is in use.

This section describes the application's user interface and depicts images of the application as it appears on an iPad.

ⓘ *For information pertaining to how the views and workflow differ on the smaller screens of an iPhone or iPod Touch, see Track View on iPhone or iPod Touch.*

The main screen is divided into three parts: the status bar, the viewing area, and the tab bar.


iPad
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3
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5
6
7
8
9
10
11
12
Transport
Take List
Reports
About
Status Bar
Viewing Area
Tab Bar

Part	Description
Status Bar	The status bar is device specific; therefore, it will vary in appearance based on the type of iOS mobile device being used. It often displays small, informative icons such as Bluetooth, WiFi, and battery power indicators.
Viewing Area	This area, located between the status and tab bars, displays the different screen views of the Wingman application. The main screen is the Transport view, but others are available. The four views include: • Transport - See *Transport View* for more information. • Take List - See *Take List View* for more information. • Reports - See *Reports View* for more information. • About - See *About View* for more information. **To select a view:** ▶ Tap the icon (on the tab bar) that corresponds to the required view. On the main screen, there are multiple meter views available with the vertical swipe of a finger. See *Using Meter Views* for more information.
Tab Bar	This bar remains on-screen at all times and displays four icons, enabling access to the different screen views of the user interface. Each icon appears blue when that icon's corresponding view is displayed.

Transport View

The Transport view is subdivided into four sections, displaying the following:

Section	Description
Timecode	This section (shown below) provides the current file name, as well as a bar with the following information: • a large Timecode display • a Connection icon bearing the Sound Devices logo • a smaller ABS time display • the timecode frame rate When recording, the background color of the bar turns red. The color of the Connection icon changes depending on the status of the connection to the WM-Connect, and in turn the 6-Series mixer. See *Connecting to a 6-Series Mixer* for more information.

Section	Description
Toolbar	The toolbar (shown below) has four round buttons for—from left to right—Record, Stop, Circle Take, and False Take. See *Using Transport Controls* and *Designating Circle and False Takes* for more information.
Metadata	This section bears the Wingman logo and provides text fields used to enter or edit metadata—such as scene name, take number, and notes—for both current and next takes. See *Editing a Take's Metadata* for more information. ⓘ *Due to smaller screen limitations, this section is not available in the application when used on the iPhone or iPod Touch. See Take List View for more information.*
Meters view	Use this area to arm/disarm tracks, edit track names, and view meters. Because the Wingman app offers three pre-configured meter views, the meters shown will vary depending on the meter view and to which type of 6-Series mixer Wingman is connected. See *Using Meter Views* for more information.

Connecting to a 6-Series Mixer

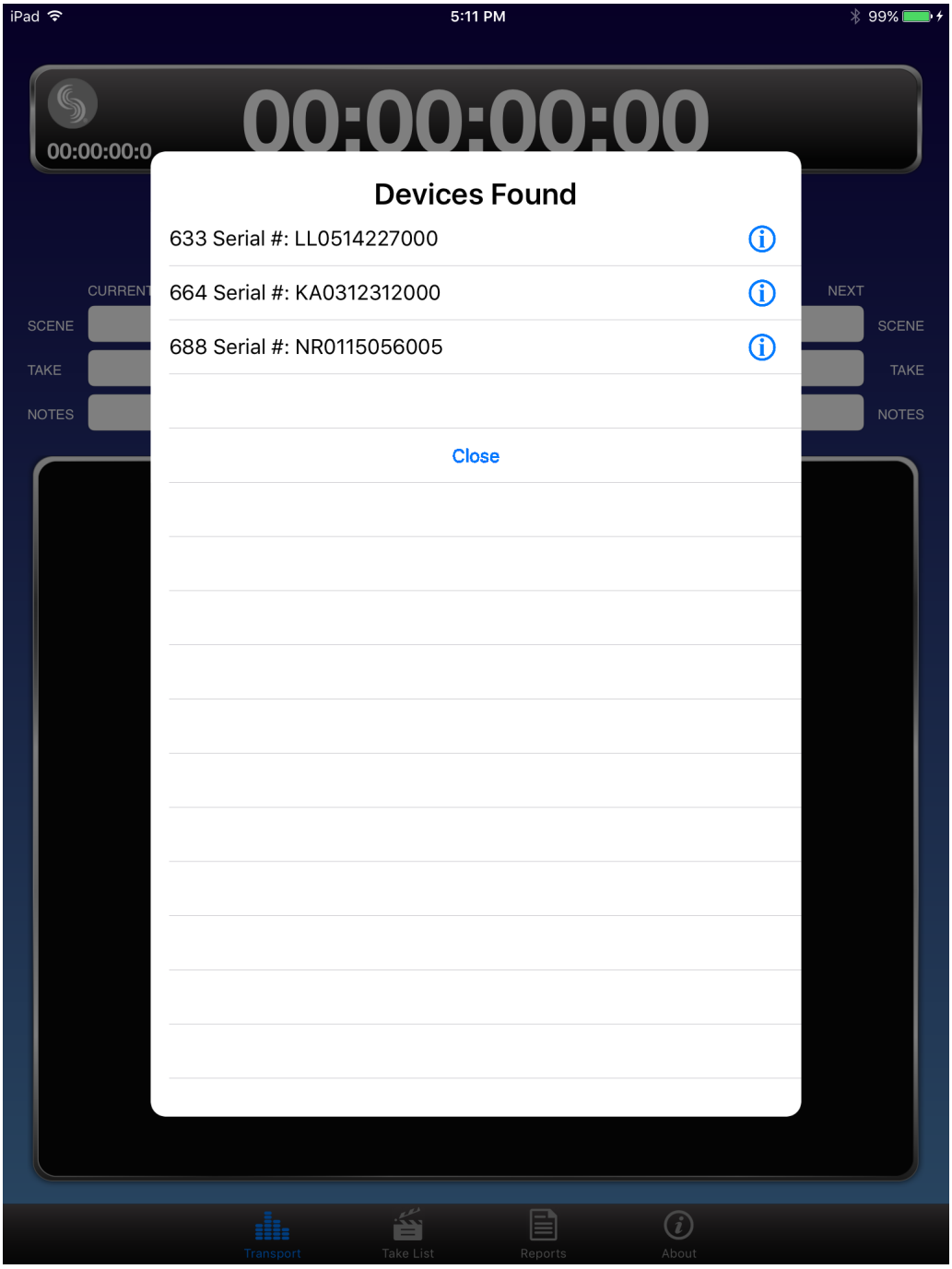
When running Wingman on an iPad, iPhone or iPod Touch, the Connection icon is located left of the Timecode display and bears the Sound Devices logo.

The color of the icon is significant, because it changes based on the connection status between the Wingman application on the mobile device and the WM-Connect Bluetooth® Smart USB accessory attached to a 6-Series mixer.

The color indicators are as follows:

Color	Icon	Status
Gray		Disconnected - either no activity or scanning for devices
Orange		Bluetooth connection in progress
Yellow		Connected - authentication underway
Green		Connected and authenticated

Connection to a 6-Series mixer with attached WM-Connect happens automatically when the Wingman application starts on a Bluetooth Smart-enabled iOS device. However, if more than one WM-Connect is within range, a Devices Found screen will appear, allowing you to select a mixer from the list.



Use the Devices Found list to select a 6-Series mixer with a WM-Connect attached within range. Mixers that are within range but already connected to other Wingman applications are not visible in the Devices Found list.

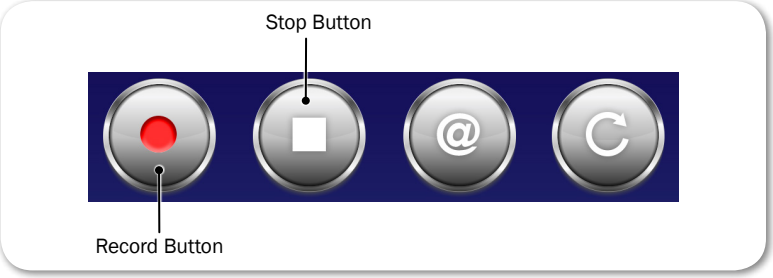
To switch connection to a different 6-Series mixer:

1. Tap the Connection icon.
2. Select another mixer from the list of available devices.

ⓘ *For productions with multiple mixers of the same model, tapping the Circled-I icon helps identify the correct device, by displaying an "Identifying from Wingman" message on the chosen mixer's LCD.*

Using Transport Controls

When recording is in progress, the Transport view changes slightly. For instance, the background of the Timecode display appears red as does the center dot on the Record button.



To begin recording:

- Tap the Record button.

To stop recording:

- Tap the Stop button.

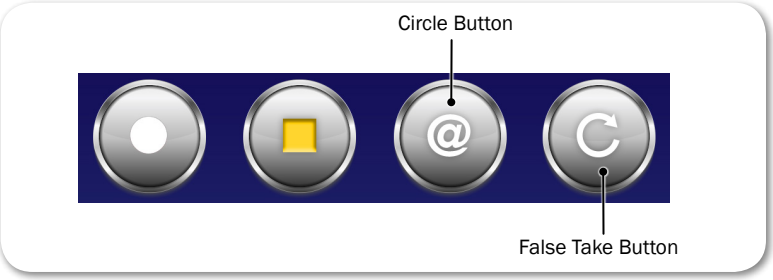
When stopped, the center dot on the Record button is white and the center square on the Stop button is yellow.

Designating Circle and False Takes

In the Transport view on the toolbar, there are buttons for circle and false takes.

Circling a take prepends the "at" symbol (@) to the take's filename and updates the file's metadata to "circled". Only the current recorded take may be circled using the Circle button; Previous takes can be circled in the Take list.

ⓘ *The current take cannot be circled while recording is in progress.*



To circle the current take:

- Tap the Circle button.

To circle a previous take:

- Tap Take List icon, select a previous take, and edit the Circled status from the take's Info screen.

Designating a take as a false take moves the take to the mixer's False Takes folder and decrements the take number by 1. Only the current recorded take may be designated as a false take from the Transport view.

To designate the current take as a false take:

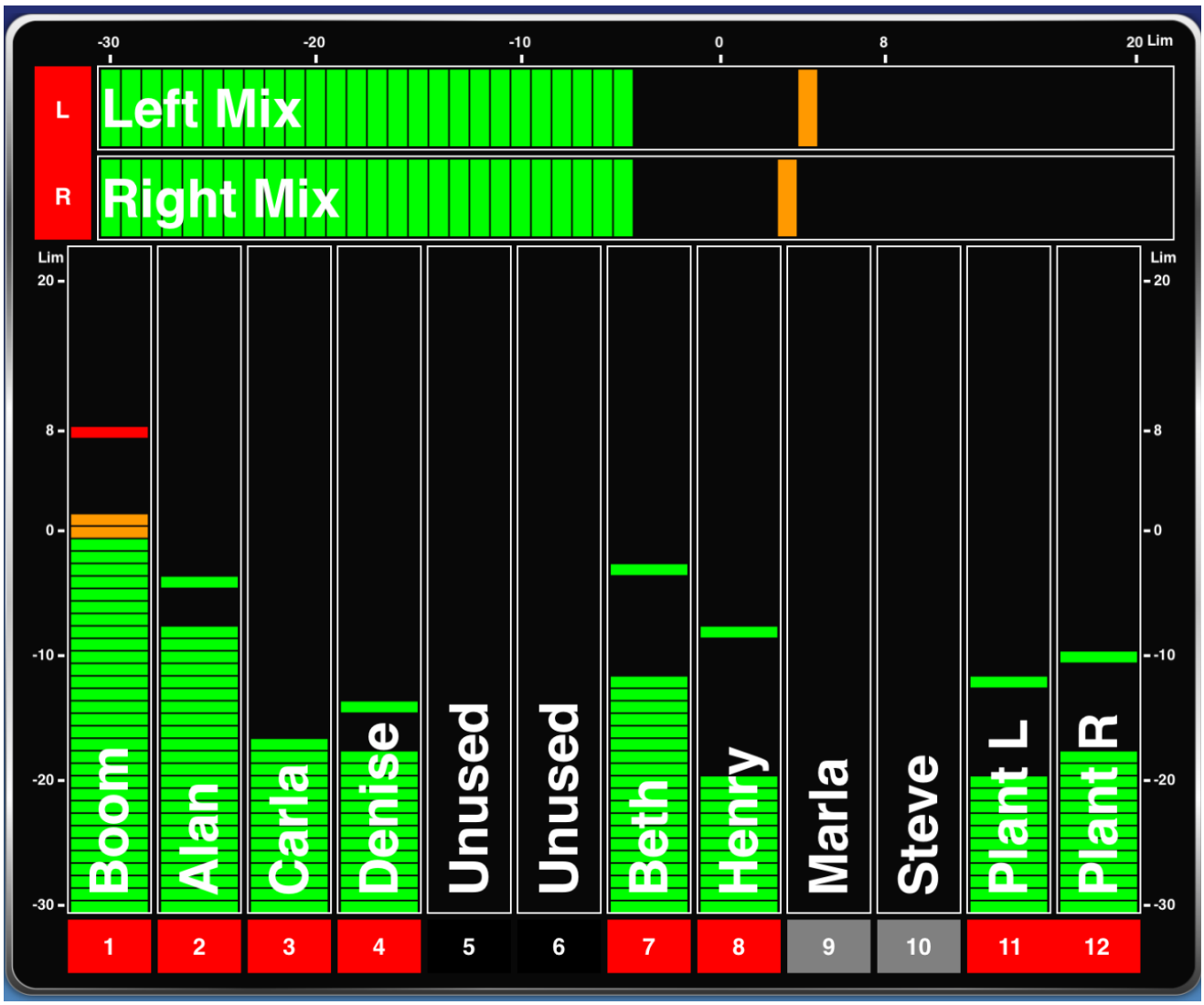
1. With recording stopped, tap the False Take button.
2. When prompted for confirmation to delete last take, select Delete.

   This moves the current take into the mixer's False Take folder.

Using Meter Views

As part of the main screen, metering is displayed with track names superimposed over the meters. In Wingman, there are three pre-configured meter views available within the Transport view.

In most cases, meters appear vertically in the Transport view; however, on the 688 or 664 as shown below, when the left and right bus tracks are displayed with ISOs, only the ISOs (1-12) are vertical, while the left and right bus tracks (LR) are positioned horizontally.

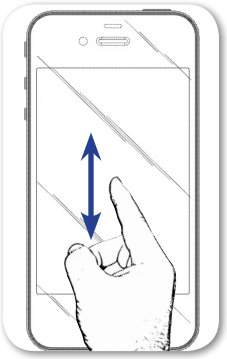


At the bottom of each vertical meter—or far left for horizontal meters—a rectangular label appears with a track identifier, such as L for left bus, 1 for Input 1, and so forth. The label's background color changes based on whether a track is on, off, armed or disarmed. For more information, see *Arming/Disarming Tracks*.

Limiter indicators also appear on each meter when activated.

ⓘ *For the 688 only—circle icons also appear as activity indicators when either auto mixer, MixAssist™ or Dugan, is turned on.*

The three available meter views vary depending on the model of mixer to which Wingman is connected; however, the procedure for toggling through the available meter views is the same.



To change the meter view:

- Slide a fingertip vertically up or down over the meters.

The following table explains which pre-configured meter views are available for each model in the 6-Series mixer/recorder line.

Mixer	Meter View	Description
688	LR, 1-12	This meter view shows left and right bus tracks as well as all 12 ISO tracks.
	LR, X1-X6	This meter view shows output signals of left, right, and X1 - X6.
	LR, X1, X2, RTNs	This meter view shows left, right, X1, and X2 bus tracks, plus returns A, B and C.
664	LR, 1-12	This meter view shows left and right bus tracks as well as all 12 ISO tracks.
	LR, X1, X2, RTNs	This meter view shows left, right, X1, and X2 bus tracks, plus returns A, B and C.
	LR, 1-6	This meter view shows left and right bus tracks as well as ISO tracks 1-6.
633	LR, X1, X2, 1-6	This meter view shows left, right, X1, and X2 bus tracks as well as all 6 ISO tracks.
	LR, 1-6	This meter view shows left and right bus tracks as well as all 6 ISO tracks.
	LR, X1-X4, RTN	This meter view shows left, right, X1, and X2 bus tracks, plus X3 - X4 output signals, and return.

Editing Track Names

On the iPad, in the Transport view, track names appear superimposed over the meters near the meter labels, and these names may be edited directly from this view.

ⓘ *Due to smaller screen limitations, iPhones and iPod Touch devices do not show track names in the Transport view. Editing of track names is achieved from the Track view on the iPhone or iPod Touch. See Track View on iPhone or iPod Touch for more information.*

To edit track names:

1. Tap anywhere on the meter for the track you want to edit.
2. Use the virtual on-screen keyboard to modify the track name.
3. Tap Done when finished to save the changes.

ⓘ *Tap anywhere on screen other than the keyboard to exit without saving changes.*

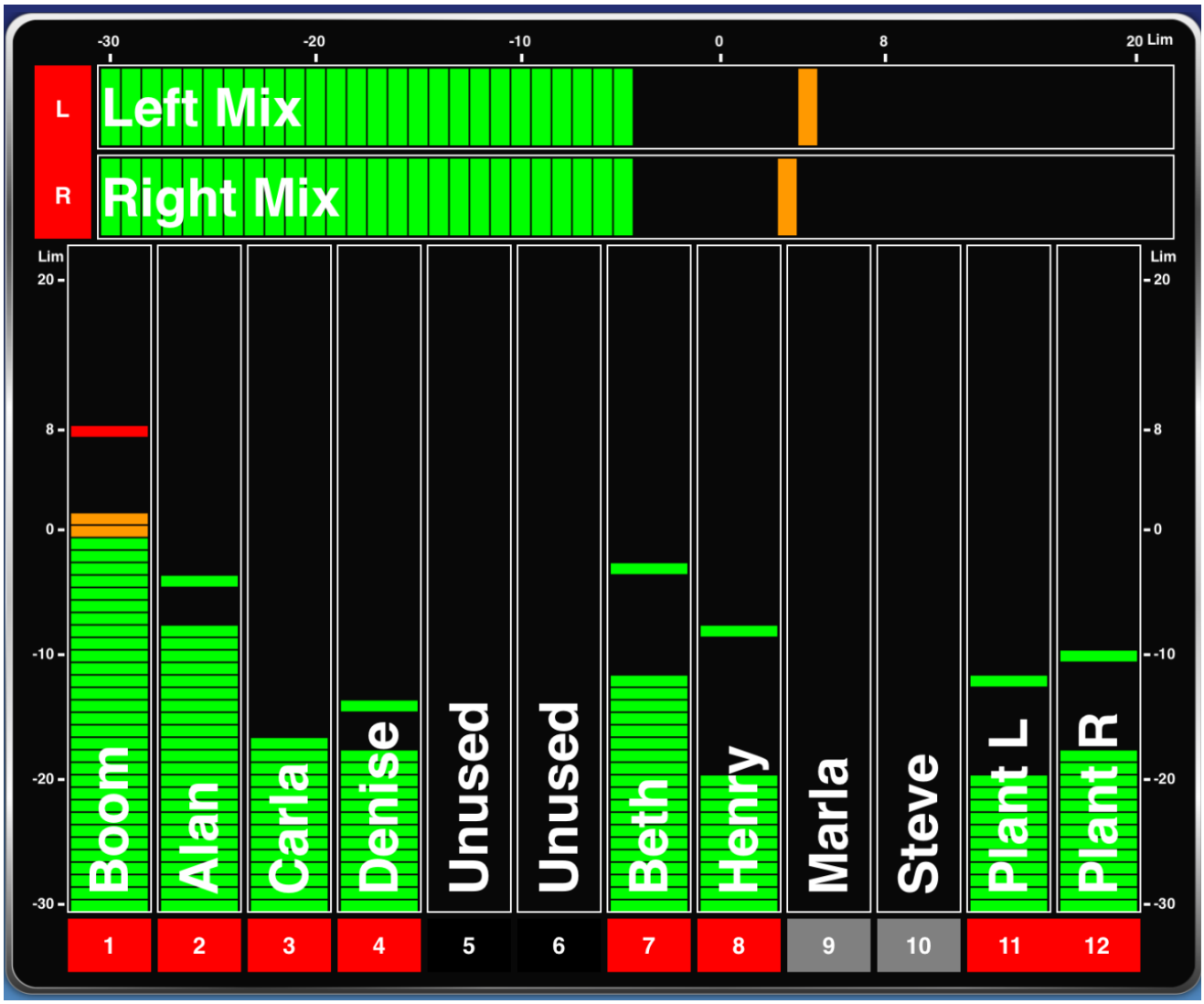
Arming/Disarming Tracks

The color of the meter label changes based on whether a track is armed (red) or disarmed (gray), which may be done via Wingman. If the input is turned off, however, the background color of the label is black.

ⓘ *Turning an input on or off cannot be done via Wingman; it must be done on the mixer itself.*

To arm/disarm a track:

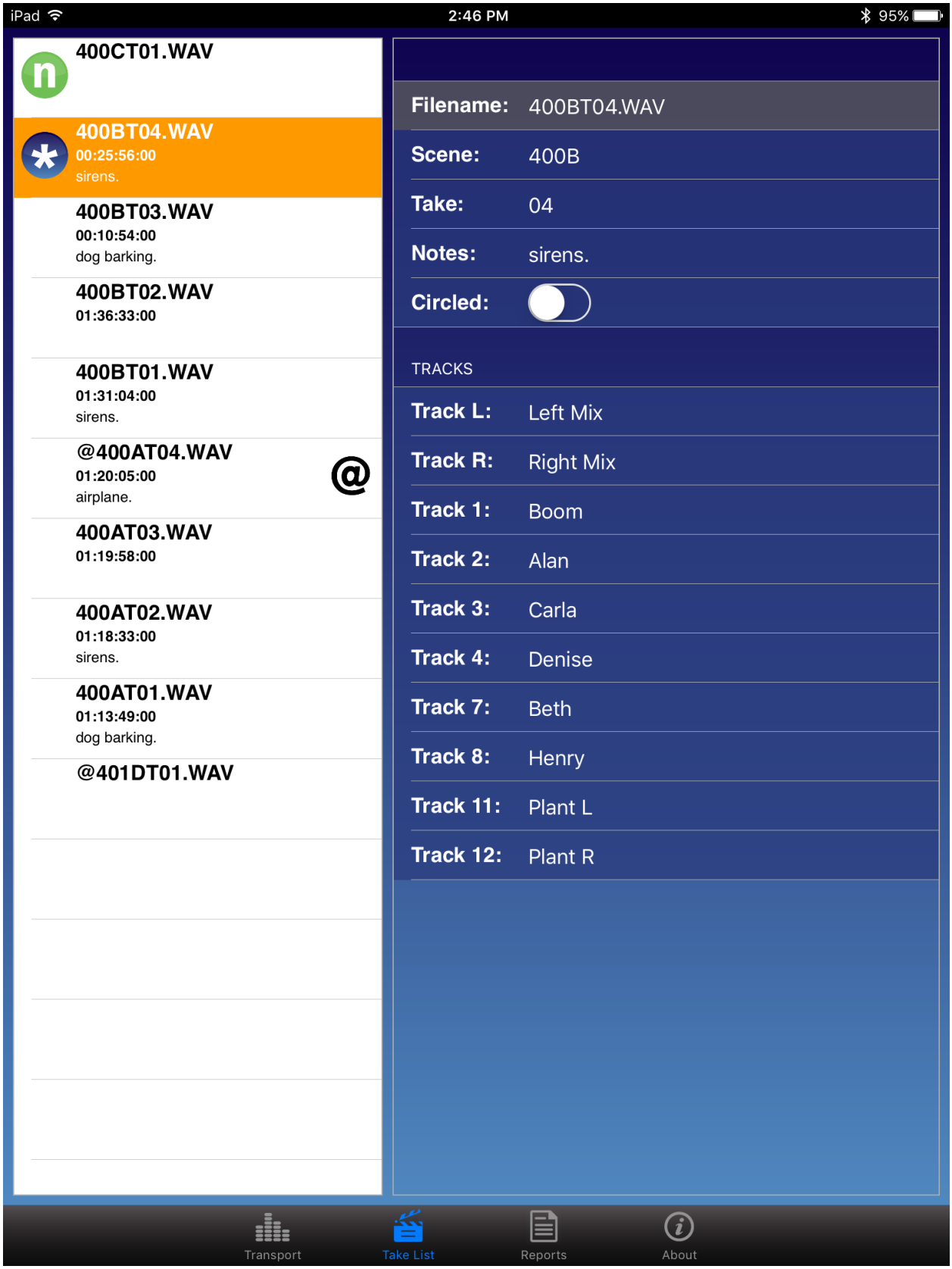
▶ Tap the meter label. When armed the label turns red. When on but disarmed, the label is gray, as shown for inputs 9 and 10 in the example shown below.



ⓘ *Meter labels are displayed as a single label to indicate when inputs or tracks are linked. This is shown in the example; see the meter labels for the left and right buses as well as inputs 11 and 12.*

Take List View

The Take List displays the next take, the current take, and up to 50 previous takes as a list of filenames and start timecode values. If applicable, notes and circled status are also displayed.



Whether a take is circled will be indicated in the list with a large @ symbol, while the next and current takes are always at the top of the list and identified by unique icons.

Type	Icon	Description
Next		Designates the next take, which is always located at the top of the Take List.
Current		Designates the current take. The current take is the take in the process of being recorded or, if recording has stopped, it is the last recorded take.

To view a take's file information:

1. Tap the Take List icon.
2. Tap a take in the Take List. The Info screen for the chosen take appears on the right side for iPad, or full-screen on smaller iOS mobile devices.

Editing a Take's Metadata

Editing the filename, scene name, or take number of the current or next takes will affect all subsequent takes. Editing these fields on any previously recorded take affects that file only.

ⓘ *Take filenames are generated dynamically from the scene name and take number; therefore, they cannot be modified directly. Editing the scene name and/or take number will automatically change a take's filename.*

Editing metadata for any take may be accomplished from the Take List view.

Circling takes, designating false takes, and editing scene, take number or notes for current and next takes may be done from the Transport view's Metadata section (shown below - on iPad only). Fields are grayed out when disabled for editing, such as the Scene and Take fields while recording is in progress.

To edit current or next take metadata:

1. Do either of the following:
   - From the Transport view, tap a field in the Take section and use the virtual keyboard to edit the data.
   - From the Take List view, tap the next or current take to open the take's Info screen, and then tap a field to use the virtual keyboard and edit the data.

Reports View

All 6-Series mixers generate sound reports as comma separated values (CSV) files. These files, stored on CompactFlash or SD cards inserted into the mixer, may be opened and edited by many common spreadsheet applications.

From the Reports view in Wingman, you can modify sound report options, define the headers used in sound reports, and create sound reports.

ⓘ *Settings in the mixer's File Storage > Folder Options determine which files are used to generate the report and the current record directory in which the generated report is saved.*

To modify sound report options:

1. Tap the Reports icon.
2. In the Sound Report Options section, set Target Media. Options include: CF or SD. This option determines the media in the mixer on which a sound report is stored. The default is CF.
3. Set both email preferences accordingly.

Option	Description
Email:	Turns email on or off. If turned on, then after a sound report is created, the mobile device's email application opens with the CSV file automatically attached to a new email. When turned off, any sound report created is stored on the mixer, but not sent as an email attachment on the mobile device.
Email To:	The address entered here is automatically applied to the To field in the mobile device's email application when it is opened after creating a sound report.

To define headers for sound reports:

1. Tap the Reports icon.
2. In the Sound Report Info section, select a header to edit from the list. Headers include such options as: Project, Producer, Director, Location, Client, etc.

ⓘ *Some headers provide pre-configured options. For instance, Roll may be set to None or Mid-Level Folder. Likewise, Date provides three options: None, System, or User. When set to System, the mixer's system date is used in the sound report. When set to User, the sound report will use the date set by the user in the app.*

3. When necessary, use the virtual keyboard that appears to enter data.
4. Tap Done.
5. Repeat steps 2-4 as needed.

When editing a sound report header on the mixer directly, new entries may be added so that a list of options for a header is created. This is not the case when editing headers from Wingman. New entries are not created; rather the current selection for the chosen header on the mixer is modified. If a field is saved with no entry, the <None> option is used.

Creating Sound Reports

Sound reports created from Wingman are stored on the mixer and may be emailed from your iOS device.

To create a sound report:

1. Tap the Reports icon.
2. Tap the Create Report button at the top of the screen.
   - If the Email option is turned on, the sound report (csv) file will appear as an attachment to an email that opens on screen.
   - If the Email option is turned off, a message appears indicating the successful creation of the sound report, which is stored in the current directory on the target media (CF or SD) inserted into the mixer.

ⓘ *Report creation is not allowed during recording.*

About View

The About view displays important information and links related to the Wingman application and the 6-Series mixer to which it is connected.

Information available in the About view includes:

- Wingman application version number
- Build number
- WM-Connect version number
- 6-Series model number
- 6-Series firmware version number

Also included are interactive links to the following online resources:

- The WM-Connect Quick Start Guide
- The Wingman User Guide
- The connected 6-Series mixer’s User Guide
- Link to file a Support Query with Sound Devices Technical Support

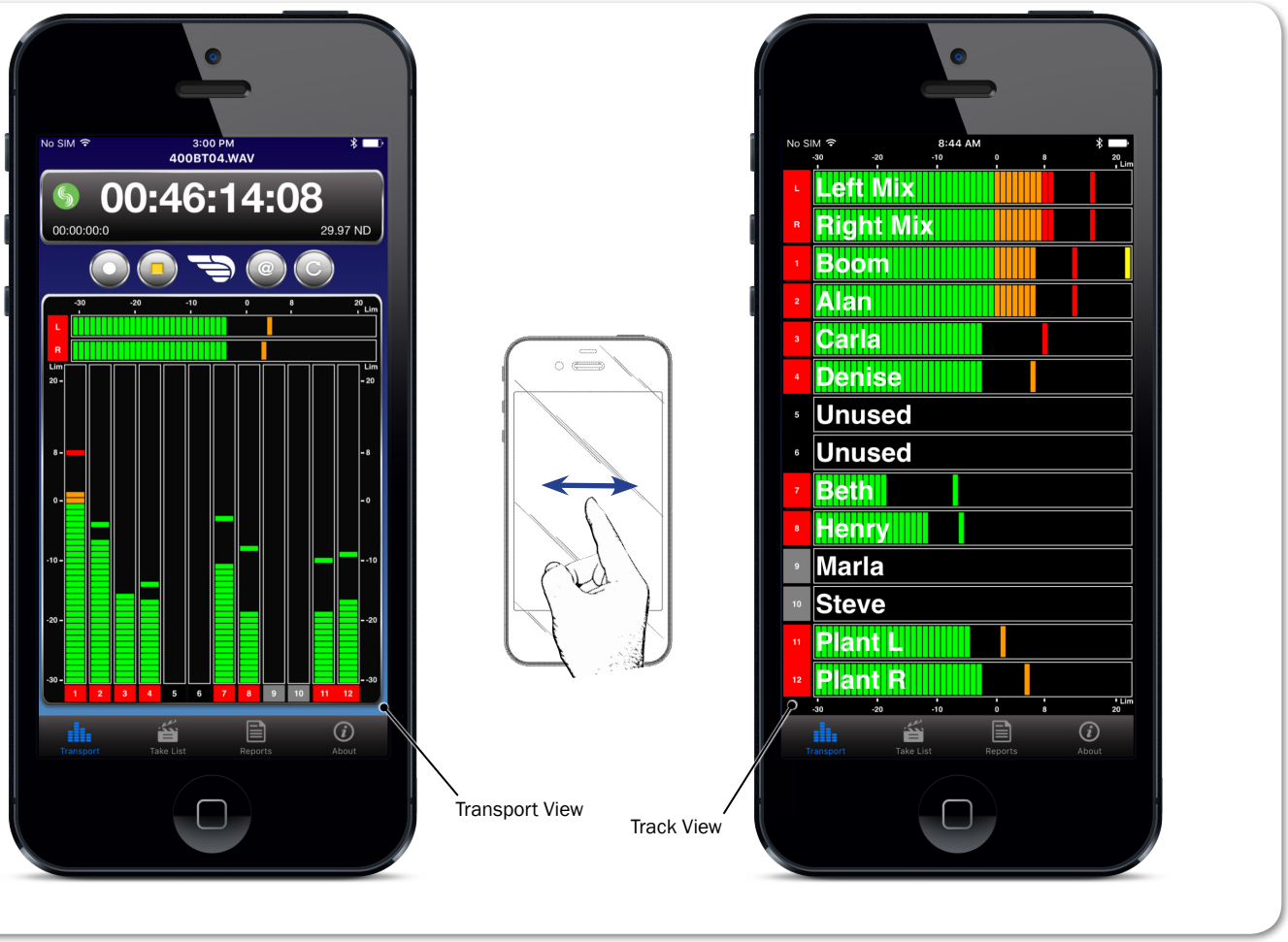
Track View on iPhone or iPod Touch

Because iPhone and iPod Touch mobile devices have smaller screens, the Wingman's user interface appears slightly different from the application when run on an iPad. The main differences lie with the Transport view, which on smaller screens does not display track names or the Metadata section.

For this reason, editing metadata for current and next takes must be done from the Take List view. Also, because the size of the meters are reduced in the Transport view on smaller iOS devices, editing and arming of tracks is accomplished via a separate Track view instead of from the Transport view.

To toggle between Transport and Track views:

- Swipe a fingertip horizontally across the screen.



In the Track view, the Timecode display and toolbar with transport buttons disappear, and the meters are displayed horizontally full-screen, with track names superimposed over the meters.

To edit track names:

1. While viewing Transport, swipe right or left to display the Track view.
2. Tap anywhere on the horizontal meter for the track you want to edit.

3. Use the virtual on-screen keyboard to modify the track name.
4. Tap Done when finished to save the changes.

ⓘ *Tap anywhere on screen other than the keyboard to exit without saving changes.*

To arm/disarm a track:

1. While viewing Transport, swipe left or right to display the Track view.
2. Tap the meter label, located left of the meter for the track you want to arm or disarm. The background color will change accordingly. When armed the label turns red. When on but disarmed, the label is gray.

ⓘ *When input is off, the label appears black, and the input cannot be armed.*

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