

Knowledge Base

How to add music to a Skype call with DirectWIRE?

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Have you ever thought about playing audio from your computer, like your favorite songs, and send them to others online? DirectWIRE is a powerful set of functions that are provided with most ESI audio interfaces and among many other things, it allows you to do just that!

In his tutorial, we use Windows Media Player to play music and Skype for the online conference under Windows 10. Obviously you could use other audio playback software as well and the same principle also works with other online call / VoIP / conference software like Zoom, Microsoft Teams or with many live streaming apps.

Windows Sound settings

First go to the Windows *Sound* control panel (which you can open via *File > Windows Audio Settings* in the control panel of your ESI audio interface) to the *Playback* tab, to change the standard device :

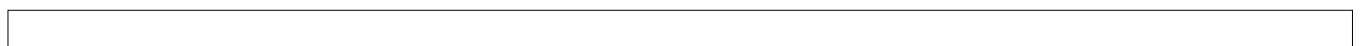


In this dialog, you need to select the default playback device for the software that will play the music. Most standard media player apps will use the playback device selected here, also music that comes from your browser like from YouTube, will be sent through the device selected here.

If you have a 2 channel device, you would ideally use the virtual channel device 3 / 4, on a multichannel interface, you can also use a physical channel. Click on the device to select it and then on *Set Default*. You will now see a green check mark next to it.

Skype settings

Now got to Skype *Settings* and open the *Audio & Video* dialog:



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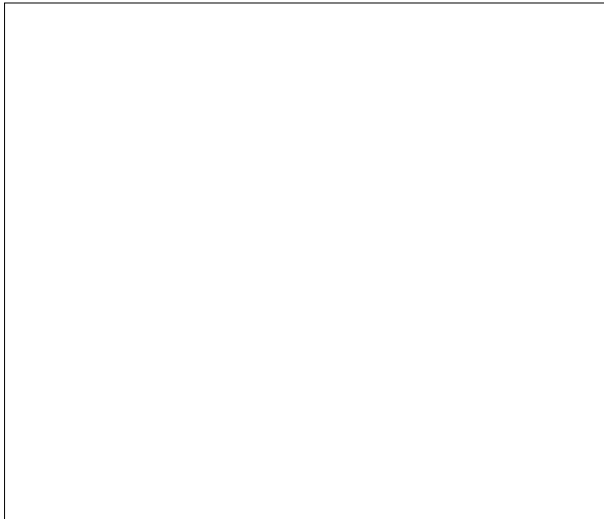
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Under *Microphone*, select the input that you are using for your microphone (so that the other person can hear you talk). Usually that will be input channel 1 / 2. For playback, under *Speakers* you need to select the main playback device for your audio interface (typically the speaker device for channel 1 / 2).

DirectWIRE settings

Now we need to make the matching connections in the *DirectWIRE* panel, which you can open from the control panel of your ESI audio interface:



Since the media player we use for playback uses the standard *WDM / MME* device from Windows and plays the signal via channel 3 / 4 and Skype is using the *WDM / MME* input on channel 1 / 2, you need to connect *WDM/MME OUT 3* to *WDM/MME IN 1* and *WDM/MME OUT 4* to *WDM/MME IN 2*.

Also, we want that the microphone signal is sent to Skype as well, so that the other person in the call can hear you. For that you connect the physical input you use (in this example *INPUT 1* and *INPUT 2*) also to *WDM/MME IN 1* and *WDM/MME IN 2*.



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If you use an ESI hardware with two channels and DirectWIRE Virtual Channels , it makes sense to enable *MIX 3/4 to 1/2* so that you are able to listen to the music you are playing locally as well. On a multichannel hardware this setting is not needed.

Now you can call anyone on Skype and play music with Windows Media Player "into" the call.