WildStream

Share your DAW's output with anyone in seconds. Full quality, streamlined and simple.

USER GUIDE

Wildflower Sound · VST3 & AAX, plus AU on macOS

WELCOME

What WildStream does

WildStream lets a client hear your session live, wherever they are. Put it on your master bus, press Go Live, and send the link it gives you. Your client opens the link in a web browser, presses play and hears whatever plays through WildStream in real time, with nothing to install.

Your own audio passes through untouched, with no added latency. WildStream only sends a copy of it.

Your session > WildStream > The stream server > Your client's browser

Good for: a director or producer listening along to a sound design pass from another city, a remote review where they hear each change as you make it, and a game team hearing your work in progress without waiting for a bounce.

Quick start

1. **Insert WildStream** last on your master bus, so your client hears your final mix. It sends whatever reaches it, so any track or bus works too.
2. **Press Go Live.** The status reads *Checking your license*, then *Connecting*, then *Live*, and the link appears.
3. **Press Copy link** and send the link to your client.
4. **Your client opens it and presses play.** LISTENING shows how many people have it open.
5. **Play your session.** Press Stop Streaming when you are done.

Going live needs a WildStream license on this computer and an internet connection.

SECTION 1

Going live

Go Live and Stop Streaming

the large button · a button only, never automated

Press **Go Live** to start streaming. The button then reads **Stop Streaming**; press it to end the stream at once, which also frees your license to go live somewhere else straight away.

WildStream never starts streaming by itself. It is off when you insert it, and a saved session always opens with it off, even one saved while it was live. Automation, MIDI and control surfaces cannot reach the button, and bouncing or rendering offline is never streamed. While no license here covers WildStream, the button is greyed out.

The status

a coloured dot, a headline and one plain line

What the stream is doing, and what to do about it: *Off*, *Checking your license*, *Connecting*, *Live*, *Reconnecting*, or *Stopped* or *Ended* with the reason. While live, the line reads *Streaming. Send the link to your client.* until someone listens, then *Streaming to 2 listeners.* Sections 5 and 6 list every line.

The meadow

right of Go Live

Wildflowers that bloom, with bees, while the stream is live, and wilt when it stops. They turn grey when the stream server ended the stream. They always follow the real state of the stream, not the button.

LISTENING

How many people have the listen page open right now. It shows a dash while you are not live.

STREAMED LEVEL

The left and right level of what is being sent, after Mute Stream. If your track is playing but this meter is still, your client is hearing silence.

The stats line

shown while live

For example *256 kbit/s sent, server 38.2 ms away, 0 frames dropped, 0 reconnects*: how much is being sent, how long a round trip to the stream server takes, how many short pieces of audio were skipped after a stall (your client hears a brief gap), and how often the connection had to be made again. If drops or reconnects keep climbing, your connection is struggling: pick a lower Quality.

SECTION 2

The link and your client

LISTEN LINK

The link to send. It reads *Press Go Live to get the link* until you first go live. Anyone with the link can listen while you are live, so send it only to the people you want listening. It lets them listen and nothing else: nobody can use it to send audio into your stream. Your session saves its link, so the same link works again the next time you go live from that session.

Copy link

Copies the link, ready to paste into an email or a chat. The button says **Copied** for a moment. It is greyed out until there is a link.

New link

Makes a new link. The old link stops working at once, so send the new one to your client. Use it when a link went to someone who should no longer listen, or when WildStream says *This link is already live in another WildStream* (a duplicated track carries the same link).

What your client sees

Your client opens the link in a web browser on a computer; the listen page is tested in Chrome and Edge. The page has a play button, a level meter, the Quality you are sending, how far behind your session they are hearing (*Latency*) and a count of gaps (*Glitches*). They choose a buffer: **Fastest** for the least delay, **Balanced**, or **Smoothest** to ride out a weak connection. A **Mono** switch and a volume control are theirs too.

THEIR PAGE SAYS	WHAT IT MEANS
Waiting for the session	The link is right, but you are not streaming yet.
Session paused	No audio is reaching them right now. It starts again by itself when your session plays.
Muted by the session	You have Mute Stream on.
Session full	As many people are listening as your license allows. The page keeps trying.
Session ended	You stopped streaming, or the stream ended by itself. When you go live again, send them the link.
Not live	You have not been live for a while and the page stopped trying. Go live, then ask them to reload the page.
Cannot play Opus here	Their browser cannot play Standard, High or Highest. Pick a Lossless Quality, or ask them to open the link in another browser.

SECTION 3

Quality and Mute Stream

Quality

default High · host-automatable

What your client hears. Change it any time, even while live: their page follows.

QUALITY	WHAT IT SENDS
Standard	Opus, 128 kbit/s. The lightest on a slow connection.
High	Opus, 256 kbit/s. The default.
Highest	Opus, 510 kbit/s.
Lossless 24-bit	Uncompressed 24-bit audio at the session rate: about 2.3 Mbit/s for stereo at 48 kHz.
Lossless 32-bit float	Uncompressed 32-bit float audio at the session rate: about 3.1 Mbit/s for stereo at 48 kHz.

Standard, High and Highest are sent at 48 kHz whatever your session runs at. Lossless is sent at your session's own rate, up to the limit your license sets (section 4).

A choice your license does not include is greyed out. If you choose Lossless and your session runs above your license's Lossless rate, WildStream streams the best Opus Quality instead and says so, for example *Streaming in Highest: Lossless on your plan goes up to 48 kHz.*

Mute Stream

off by default · host-automatable

Your client hears silence, after a 10 ms fade with no click, while your session keeps playing to you as normal. Their page says *Muted by the session* and your status reads *Stream muted. Listeners hear silence.* Press it again to let them hear. The stream stays live the whole time, so nobody needs a new link.

Good to know: a stream that stays muted or silent for 10 minutes ends by itself (section 4).

SECTION 4

Your license and the stream

Going live needs a license that covers WildStream, active on this computer, and an internet connection. Your audio passes through either way. When you press Go Live, WildStream checks your license with our stream service, then streams. It checks again in the background while you are live.

YOUR LICENSE	BOUGHT OR SUBSCRIBED	FREE TRIAL OR FREE FIRST MONTH
Listeners at once	10	3
Quality choices	All five	Standard, High and Highest
Lossless sample rate	Up to 48 kHz	No Lossless
Live streams at once	One	One

One live stream per license

A license streams from one place at a time. Go live in a second WildStream on the same computer and the newer one takes over: the first says *WildStream went live in another window on this computer.* If the license is already live on another computer, WildStream says so; stop it there first.

When a stream ends by itself

So a forgotten stream does not run all night, it ends when nobody has listened for 10 minutes, or when nothing has sounded (stopped, silent or muted) for 10 minutes. The status reads *Ended* with the reason. To start again, turn Go Live off and on.

License button and banner

The **License** button in the header opens the license panel, where you activate. While no license here covers WildStream, a banner says so. Activate while Go Live is on and WildStream notices within a second.

SECTION 5

Status lines: starting and your license

The lines that come and go on their own need nothing from you. After fixing a *Stopped* line, turn Go Live off and on to try again.

THE LINE	WHAT TO DO
Press Go Live to start streaming.	Nothing: you are off.
Getting your stream ready. / Connecting to the stream server.	Wait a moment.
The connection dropped. Reconnecting.	Wait. WildStream reconnects on the same link by itself.
Could not reach the stream server. WildStream will keep trying.	Check your internet connection. It keeps trying.
Streaming is unavailable right now. WildStream will try again by itself within 23 minutes.	Our stream service is down for now. WildStream tries again by itself.
Too many tries. WildStream will try again by itself within 23 minutes. / The stream server is busy. Trying again in a moment.	Wait. It tries again by itself.
Activate your license to go live.	Press License and activate. Go Live then carries on by itself.
WildStream is not licensed on this computer.	Activate a license that covers WildStream.
This license is not active on this computer. Activate it here first.	Press License and activate it on this computer.
Your license does not include WildStream streaming.	Your license covers other plugins. Get a license that includes WildStream.
Your subscription payment did not go through. Update your payment details to stream.	Update your payment details in your account.
Your subscription has ended. / Your free trial has ended. / This license has expired.	Renew, subscribe or buy to stream again.
This license has been switched off. Please get in touch. / This license cannot stream right now. Please get in touch.	Email support@wildflowersound.io.
Something went wrong asking for a stream. Please update WildStream.	Install the newest version from wildflowersound.io.

SECTION 6

Status lines: from the stream server

THE LINE	WHAT TO DO
Could not start the stream. Turn Go Live off and on to try again.	Do that. If it keeps happening, get in touch.
Live on another computer. Stop it there, or try again in a few minutes.	Your license is streaming somewhere else. Stop that stream first.
WildStream went live in another window on this computer.	A newer WildStream on this license took over. Stream from that one, or stop it and go live here.
This link is already live in another WildStream. Press New link.	A copy of this plugin (a duplicated track) is live with the same link. Press New link.
The stream server is full right now. Please try again in a few minutes.	Wait, then turn Go Live off and on.
Please update WildStream to stream. / Something went wrong with the stream. Please update WildStream.	Install the newest version from wildflowersound.io.
This stream ended a moment ago. Wait a little, then turn Go Live off and on.	Wait a few seconds, then do that.
Your plan does not include this Quality. Pick another one, then turn Go Live off and on.	Pick a Quality that is not greyed out.
This sample rate is above what Lossless allows on your plan. Lower the session rate to stream.	Lower your session's sample rate.
The stream ended because nobody was listening.	Turn Go Live off and on when your client is ready.
The stream ended after a long silence.	Turn Go Live off and on, then press play.
The stream reached its maximum length.	Turn Go Live off and on.
The stream ended because your license could not be checked again.	Check your internet connection, then turn Go Live off and on.
The stream server stopped this stream.	Turn Go Live off and on. If it keeps happening, get in touch.

Each *Ended* line also tells you to turn Go Live off and on to start again. The link stays the same, so your client can reload their page.

SECTION 7

The header

Your session remembers Mute Stream, Quality, the link and the window size. Go Live is never saved.

Tooltips

Hover any control for a short description. The **Tooltips** checkbox turns those hints on or off, and your choice is remembered across sessions and every Wildflower plugin.

Large Text

Draws the text at the larger size. The window stays the same size. Shared with every Wildflower plugin.

Size

75, 100, 125, 150 or 200%

Changes the size of the window. Each WildStream remembers its own.

License

Opens the license panel, where you activate or check your license (section 4).

Manual and the version

The small **Manual** button in the header opens this guide any time. That is the copy the installer put on your computer; if it is missing, the plugin says so and offers our website instead. The version number in the top-right turns red when a newer version is out; hover it for the details.

REFERENCE

Specifications

Formats	macOS: VST3, AU and AAX (Pro Tools). Windows: VST3 and AAX (Pro Tools). AU is a macOS format.
Channels	Mono, stereo, and mono in to stereo out. No surround. A mono track is streamed as stereo, the same in both ears.
Latency	None in your session. Your audio passes through untouched; Mute Stream changes only what is sent.
Sample rates	Any your session runs at. Opus Qualities are sent at 48 kHz; Lossless at your session's rate, up to your license's limit.
Internet	Needed while live. Your upload is one stream however many people listen: about the Quality's rate (section 3).
CPU	The audio path uses a tiny fraction of one core. The sending runs on its own background thread, under 3% of one core at its heaviest on our test computer.
Automation	Mute Stream and Quality are host-automatable with stable parameter IDs. Go Live is never automated.

A few favorite moves

- **Review live:** go live, send the link, play your pass, and take notes as your client reacts.
- **Have a private moment:** press Mute Stream while you try something out, then let them hear it when it is ready.
- **Weak connection:** ask your client to pick Smoothest, and drop your Quality to Standard.
- **A fresh link per client:** press New link before each new client, so an old link never hears the next project.
- **Hear what they hear:** open the link yourself in a browser on another computer.

Remember: WildStream sends what reaches it. Keep it last on the master bus, and remember that soloing or muting tracks changes what your client hears too.

THANKS

Thanks for using WildStream

If you hit a bug, have a question, or make something you're proud of with WildStream, we'd genuinely like to hear from you. Your feedback is how the tools get better.

Web wildflowersound.io

Email support@wildflowersound.io

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