

HOW TO RECORD XBOX GAME CHAT

and podcasting sound effects



vlog

1
00:00:17,510 --> 00:00:14,480
hey welcome back to another video blog

2
00:00:19,820 --> 00:00:17,520
my name is mike i host podcast called

3
00:00:23,090 --> 00:00:19,830
our big dumb mouth i also run this

4
00:00:26,630 --> 00:00:23,100
YouTube channel where I do videos about

5
00:00:28,160 --> 00:00:26,640
gaming and chitchat and banter and all

6
00:00:29,900 --> 00:00:28,170
that kind of stuff i will be doing some

7
00:00:34,030 --> 00:00:29,910
more project zomboid videos coming up

8
00:00:37,340 --> 00:00:34,040
but in this video i want to talk about a

9
00:00:39,590 --> 00:00:37,350
podcasting audio podcasting sound

10
00:00:43,970 --> 00:00:39,600
effects podcasting drops and how to

11
00:00:47,209 --> 00:00:43,980
record game chat on your xbox one or

12
00:00:50,020 --> 00:00:47,219
even your playstation 4 so when you're

13
00:00:53,900 --> 00:00:50,030

recording your game how do you record

14

00:00:56,510 --> 00:00:53,910

your party conversation i'm going to try

15

00:00:58,880 --> 00:00:56,520

to go over that and a previous video I

16

00:01:03,380 --> 00:00:58,890

talked about all the hardware that I use

17

00:01:05,329 --> 00:01:03,390

to record my podcast and the video

18

00:01:08,330 --> 00:01:05,339

gaming content I talked about the mixer

19

00:01:10,670 --> 00:01:08,340

the microphone the compressors all that

20

00:01:13,160 --> 00:01:10,680

kind of stuff so you curious about what

21

00:01:15,740 --> 00:01:13,170

exactly i use go back and watch the

22

00:01:19,719 --> 00:01:15,750

previous video maybe two videos ago in

23

00:01:22,820 --> 00:01:19,729

my in my vlog playlist i go over a

24

00:01:26,810 --> 00:01:22,830

pretty detailed list of what i use in

25

00:01:30,980 --> 00:01:26,820

kind of what it costs so in this video

26
00:01:34,280 --> 00:01:30,990
i'll be showing you my desktop and what

27
00:01:38,690 --> 00:01:34,290
software i use to play silly clips like

28
00:01:41,060 --> 00:01:38,700
this get off my phone yeah my phone you

29
00:01:44,030 --> 00:01:41,070
little pinhead let's glenn beck and

30
00:01:46,780 --> 00:01:44,040
that's an audio drop that i will play

31
00:01:49,940 --> 00:01:46,790
when someone calls up the podcast and

32
00:01:52,160 --> 00:01:49,950
they're annoying us or whatever i'll

33
00:01:55,330 --> 00:01:52,170
play that quite often and that that

34
00:01:58,550 --> 00:01:55,340
audio clip is not only heard by myself

35
00:02:01,639 --> 00:01:58,560
but it's also heard by my co-host on

36
00:02:04,760 --> 00:02:01,649
skype joe and clown baby when they call

37
00:02:07,700 --> 00:02:04,770
in through skype they're able to hear

38
00:02:12,080 --> 00:02:07,710

those audio drops they're able to hear

39

00:02:19,680 --> 00:02:16,170

horn honks they're able to hear

40

00:02:23,220 --> 00:02:19,690

definitely all the soundboards now

41

00:02:27,090 --> 00:02:23,230

initially let's start off with what

42

00:02:31,020 --> 00:02:27,100

programs i'm using here is the desktop

43

00:02:36,180 --> 00:02:31,030

let's set let's go on over there oh here

44

00:02:37,950 --> 00:02:36,190

is my desktop it is the Macintosh yeah

45

00:02:41,280 --> 00:02:37,960

i'm using the macintosh this is a mac

46

00:02:44,010 --> 00:02:41,290

mini and the software i'm using to play

47

00:02:47,610 --> 00:02:44,020

a majority of kind of my standard clips

48

00:02:50,790 --> 00:02:47,620

is a program called sound bite it you

49

00:02:53,160 --> 00:02:50,800

get stabbed search for sound bite and it

50

00:02:55,620 --> 00:02:53,170

will come right up on Google I believe

51
00:02:58,740 --> 00:02:55,630
there is a \$35 version which gives you

52
00:03:02,400 --> 00:02:58,750
one rack so each page here is one rack

53
00:03:05,160 --> 00:03:02,410
and I have or like racks he told me

54
00:03:07,260 --> 00:03:05,170
enough and I have a categorized by these

55
00:03:09,000 --> 00:03:07,270
are all my kind of transitions these are

56
00:03:12,090 --> 00:03:09,010
all my kind of you don't

57
00:03:14,630 --> 00:03:12,100
understand some go to stuff got some

58
00:03:17,370 --> 00:03:14,640
Alex Jones stuff going on winning and

59
00:03:23,670 --> 00:03:17,380
over here's some movie effects that I'll

60
00:03:24,840 --> 00:03:23,680
use like a door opening up or some sheep

61
00:03:28,440 --> 00:03:24,850
sound effects you never know when you

62
00:03:32,280 --> 00:03:28,450
need a good cheap sound effect and this

63
00:03:36,690 --> 00:03:32,290

is all done on on sound bite if for four

64

00:03:41,009 --> 00:03:36,700

racks I believe it costs like \$99 one

65

00:03:44,490 --> 00:03:41,019

Rex I think \$35 and so I cut up all my

66

00:03:47,100 --> 00:03:44,500

my clips in a program called audacity

67

00:03:49,530 --> 00:03:47,110

which is a free program free audio

68

00:03:51,420 --> 00:03:49,540

editing program and I cut them up and

69

00:03:53,880 --> 00:03:51,430

then I put them in a folder on that drag

70

00:03:56,940 --> 00:03:53,890

and drop him over to sound bite and this

71

00:04:01,020 --> 00:03:56,950

is how I play everything and so this

72

00:04:02,520 --> 00:04:01,030

will be like a clip will be going I was

73

00:04:04,590 --> 00:04:02,530

at your day yeah something like that i'm

74

00:04:07,310 --> 00:04:04,600

sorry this is very very explicit but

75

00:04:09,420 --> 00:04:07,320

that that sound clip will be played

76
00:04:13,470 --> 00:04:09,430
through on the computer and then out

77
00:04:15,900 --> 00:04:13,480
into the mixer and then the mixer then

78
00:04:19,170 --> 00:04:15,910
carries it back into the computer in the

79
00:04:22,350 --> 00:04:19,180
mic port and that's the same like port

80
00:04:25,200 --> 00:04:22,360
that this microphone gets its pushed

81
00:04:26,999 --> 00:04:25,210
into and that way anybody on skype

82
00:04:30,300 --> 00:04:27,009
here not only myself but they're able to

83
00:04:32,610 --> 00:04:30,310
hear the audio clips as well it sounds

84
00:04:33,870 --> 00:04:32,620
pretty good i l'm very curious to hear

85
00:04:35,730 --> 00:04:33,880
what it sounds like on there and they

86
00:04:37,770 --> 00:04:35,740
haven't recorded it and send it back to

87
00:04:39,360 --> 00:04:37,780
me so I don't know what the mixes I

88
00:04:41,370 --> 00:04:39,370

think it's pretty good i think the mix

89

00:04:45,180 --> 00:04:41,380

is pretty good and it sounds pretty even

90

00:04:47,760 --> 00:04:45,190

to my voice but that's that's how it's

91

00:04:50,999 --> 00:04:47,770

done so it kind of its sky design the

92

00:04:54,450 --> 00:04:51,009

computer so when I have skype going I'll

93

00:04:57,300 --> 00:04:54,460

bring it open um so now have skype go

94

00:04:59,850 --> 00:04:57,310

going I'm talking to my like my

95

00:05:02,400 --> 00:04:59,860

podcasting friends they're skype audio

96

00:05:07,350 --> 00:05:02,410

is also dumped out into the board and

97

00:05:09,839 --> 00:05:07,360

that also gets dumped back in so you can

98

00:05:13,379 --> 00:05:09,849

have a little bounce back or delay when

99

00:05:18,390 --> 00:05:13,389

you do this system but pot but the skype

100

00:05:20,129 --> 00:05:18,400

does a pretty good job at having a noise

101
00:05:23,070 --> 00:05:20,139
cancellation system so when one person

102
00:05:27,180 --> 00:05:23,080
is talking it'll cancel it out and the

103
00:05:29,730 --> 00:05:27,190
audio that runs from the soundbite

104
00:05:32,879 --> 00:05:29,740
boards he told me enough is just a

105
00:05:35,520 --> 00:05:32,889
little bit lower in volume so the person

106
00:05:38,310 --> 00:05:35,530
on skype talking doesn't really compete

107
00:05:40,680 --> 00:05:38,320
too much with the sound clips uh it will

108
00:05:43,110 --> 00:05:40,690
cut and you'll have to toy around with

109
00:05:46,560 --> 00:05:43,120
the level of which it gets pushed back

110
00:05:48,540 --> 00:05:46,570
into the computer from the mixer but it

111
00:05:51,270 --> 00:05:48,550
sounds good you'll have you encounter a

112
00:05:52,649 --> 00:05:51,280
little delay like I said if you but once

113
00:05:59,300 --> 00:05:52,659

you start tweaking it'll it'll work

114

00:06:04,050 --> 00:05:59,310

pretty well now for recording and

115

00:06:09,689 --> 00:06:04,060

listening to game audio so when I play

116

00:06:13,560 --> 00:06:09,699

for example Rainbow six siege yeah

117

00:06:17,670 --> 00:06:13,570

Rainbow six siege I use this exact same

118

00:06:20,730 --> 00:06:17,680

setup and anybody who's in the party

119

00:06:23,370 --> 00:06:20,740

chat or is in game will hear me through

120

00:06:26,879 --> 00:06:23,380

this microphone and I will hear them

121

00:06:29,870 --> 00:06:26,889

through these headphones because their

122

00:06:34,820 --> 00:06:29,880

audio is being captured and being run

123

00:06:38,519 --> 00:06:34,830

into the board so how do i do this i

124

00:06:39,150 --> 00:06:38,529

have two different things going on here

125

00:06:43,650 --> 00:06:39,160

too

126
00:06:47,190 --> 00:06:43,660
to to capture the game audio I have it

127
00:06:52,560 --> 00:06:47,200
the xbox audio in two different channels

128
00:06:55,140 --> 00:06:52,570
one channel is for the people in game

129
00:06:58,250 --> 00:06:55,150
their voices and then the second channel

130
00:07:01,920 --> 00:06:58,260
is for the actual game audio which is

131
00:07:04,410 --> 00:07:01,930
the gunfire the music anything anything

132
00:07:09,200 --> 00:07:04,420
that is non voice related that's a

133
00:07:16,890 --> 00:07:09,210
second channel I use for the xbox one I

134
00:07:19,800 --> 00:07:16,900
use this this is a \$90 add-on for the

135
00:07:26,640 --> 00:07:19,810
xbox one it allows you to plug in I

136
00:07:28,530 --> 00:07:26,650
think a 3.5 inch adapter and that allows

137
00:07:31,980 --> 00:07:28,540
you to plug in a turtle beach headphone

138
00:07:35,370 --> 00:07:31,990

or any anything really anything that

139

00:07:39,920 --> 00:07:35,380

require has a mic and a stereo audio

140

00:07:43,770 --> 00:07:39,930

left and right what I do I put in this

141

00:07:45,420 --> 00:07:43,780

splitter that may seem I pull it up a

142

00:07:49,410 --> 00:07:45,430

little bit more I put it in the splitter

143

00:07:54,990 --> 00:07:49,420

it's a star tech comm splitter that

144

00:07:58,260 --> 00:07:55,000

allows me to run an auxiliary line from

145

00:08:02,780 --> 00:07:58,270

my board into the mic channel here it

146

00:08:06,210 --> 00:08:02,790

allows me to run out the the chat audio

147

00:08:09,659 --> 00:08:06,220

to the board much the same way that I

148

00:08:14,550 --> 00:08:09,669

would run out the skype from my mac into

149

00:08:17,850 --> 00:08:14,560

the board now the problem that I ran

150

00:08:21,270 --> 00:08:17,860

into when running the the chat audio out

151

00:08:23,040 --> 00:08:21,280

from from this to the board is that this

152

00:08:27,780 --> 00:08:23,050

is not powerful enough the the actual

153

00:08:30,810 --> 00:08:27,790

xbox controller the xbox controller is

154

00:08:34,130 --> 00:08:30,820

not doesn't have enough game to push out

155

00:08:36,570 --> 00:08:34,140

the audio at a high volume so I had to

156

00:08:40,260 --> 00:08:36,580

come with the way to boost the audio and

157

00:08:47,720 --> 00:08:40,270

that was too what if I can hold this up

158

00:08:50,720 --> 00:08:47,730

real quick my solution was to

159

00:08:52,850 --> 00:08:50,730

use this so I have the this is a

160

00:08:55,879 --> 00:08:52,860

headphone amplifier all does is

161

00:09:01,250 --> 00:08:55,889

amplified signal an audio signal though

162

00:09:05,230 --> 00:09:01,260

I run this xbox controller the audio out

163

00:09:10,340 --> 00:09:05,240

into this and this goes into my audio

164

00:09:13,009 --> 00:09:10,350

mixer so by using the mixer I not only

165

00:09:15,800 --> 00:09:13,019

have control of how the audio is heard

166

00:09:17,629 --> 00:09:15,810

whether or not I want to mute it or make

167

00:09:19,730 --> 00:09:17,639

it louder or not let's say for instance

168

00:09:21,800 --> 00:09:19,740

i'm on xbox live and i want to joke

169

00:09:26,060 --> 00:09:21,810

around and goof around a little bit i

170

00:09:30,470 --> 00:09:26,070

can change the sound of my voice by

171

00:09:35,150 --> 00:09:30,480

clicking the effects and so now it will

172

00:09:38,030 --> 00:09:35,160

sound like this I can call open I just

173

00:09:40,569 --> 00:09:38,040

kidnapped your kid man I'm on xbox man

174

00:09:42,889 --> 00:09:40,579

this is pretty cool I can change the

175

00:09:46,340 --> 00:09:42,899

talented picture of us I see you're

176

00:09:48,949 --> 00:09:46,350

gonna go not happy so this is it's it's

177

00:09:53,629 --> 00:09:48,959

mighty pretty good right here yeah hey

178

00:09:57,680 --> 00:09:53,639

yeah hey man play it up cruisin

179

00:10:02,059 --> 00:09:57,690

architect come over my house it's goofy

180

00:10:07,460 --> 00:10:02,069

I know it's stupid but using the

181

00:10:09,829 --> 00:10:07,470

AH the behringer mixer you can have a

182

00:10:13,309 --> 00:10:09,839

lot of fun and goof around so that's

183

00:10:17,689 --> 00:10:13,319

that all right I'm gonna exit out of

184

00:10:19,850 --> 00:10:17,699

this that's all I have to say for today

185

00:10:21,590 --> 00:10:19,860

thank you for watching a blog huh

186

00:10:23,809 --> 00:10:21,600

hopefully you learned a little something

187

00:10:28,970 --> 00:10:23,819

about the audio I know I still have the

188

00:10:31,930 --> 00:10:28,980

effects on and ah maybe this is just a

189

00:10:35,840 --> 00:10:31,940

cornucopia of crap a potpourri of

190

00:10:37,939 --> 00:10:35,850

alright thanks for watching please

191

00:10:39,829 --> 00:10:37,949

subscribe and like the blog and if you

192

00:10:41,750 --> 00:10:39,839

have any questions just leave them in