Frequently Asked Questions for MTP-20

1. MTP-20 is not working with my android smartphone. What do I make it work?

In some smartphones, the default camera app does not support external microphones. In that case, you can use the camera app called 'Open Camera'. Follow these instructions:

- a. Install 'Open Camera' from Playstore with this link- https://bit.ly/3bAodYk.
- b. Click on the setting button (on the top right corner).
- c. Click on 'Video settings'.
- d. From the list, click on 'Audio source'.
- e. Select 'External mic (if present)'.
- f. Go back, record a video from the and check if the audio is being recorded.

2. My smartphone does not have a headphone jack. How do I connect MTP-20?

Some smartphones do not come with a 3.5 mm headphone jack. In that case you can use a 3.5 mm dongle. This dongle plugs into the charging port and gives you a headphone jack.

For iPhones, use a 'Lightening to 3.5 mm dongle'.



b. For android phones, use a 'USB C to 3.5 mm dongle'.



3. How do I connect MTP-20 to my Digital Camera?



MTP-20 comes with a 'TRS Adaptor' as an accessory in the box. Use the TRS Adaptor to connect the microphone to your

Camera.

4. How do I connect MTP-20 to my PC?



MTP-20 comes with a 'TRS Adaptor' as an accessory in the box. Use the TRS Adaptor to connect the microphone to your PC.

5. How do I use MTP-20 for Video Calling apps like Zoom, Skype on my Laptop?

a. If your laptop has separate 'mic' input and 'headphone' output, then connect the MTP-20 into the 'mic' input (with the TRS adaptor) and your headphones on the 'headphone' output.





Laptop with separate mic and headphone jacks

Laptop with a single combination jack

b. If your laptop has a single headset jack, then you can use MTP-20 in two different ways:

- i. Connect the microphone MTP-20 into the headset jack and use Bluetooth earphones/headphones for monitoring.
- ii. Use an audio splitter which convert the single jack into 2 separate jacks. This way you can connect your wired earphones/ headphones to monitor.



Change the audio source and destination accordingly in the software's settings.