

Rehearsal Room mode switch

How to use it, and how to set it up · Version 1.1 · 13 September 2026 · Room studio-c

The Rehearsal Room's Mac Studio changes what comes out of the speakers, on its own, when a member asks for it. This guide says what the two modes are, what members and staff see, how an admin drives the room, and how to set the Mac up the first time.

Room: Rehearsal Room, `studio-c`. It is the only room with an agent. Version 1.1, 2026-09-13.

Printable copy: [rehearsal-room-mode-guide-v1.1.pdf](#). Setup runbook for the room Mac: [rr-mode-runbook-v1.2.html](#).

The two modes

Play Live. Keyboards and mics go straight to the speakers. No computer needed.

Record in a DAW. Everything runs through the computer. Logic, Pro Tools or Ableton.

The difference lives in the Apollo mixer, not in any DAW. Switching modes means UAD Console loads a different session file: `RehearsalRoom2026.uadmix` for DAW, `RehearsalRoom2026_N0DAW.uadmix` for Play Live. The Play Live file is the DAW file with the live channels unmuted.

The room resets itself. Five minutes after a session ends, the room goes back to Record in a DAW. The next band never inherits the last band's choice, unless a member chooses otherwise. The reset is skipped while another booking is live or starts within thirty minutes; in that case the incoming booking sets the room instead, and a member who picked nothing gets Record in a DAW.

A switch takes about ten seconds of silence. Console reloads the session and audio drops for the length of the load. That is why nobody should switch mid-take.

How a member uses it

A member sees two tiles. Nothing else about their session changes.

1. **Before the session.** On the receipt sheet for an upcoming Rehearsal Room booking, under the heading "How will you use the room?", they tap Play Live or Record in a DAW. The footer says "The room sets itself 10 minutes before you start."

2. **Ten minutes before start.** The system sends the mode to the Mac by itself. If another band is still in the room, it holds and fires the moment the room is free.
3. **During the session.** The session card carries the same two tiles under "Set the room". Tapping one sends it now. While it lands, the tile reads "Setting the room...", or "Waking the room..." if the Mac has been idle.
4. **Once it lands.** The card reads "Room set for Play Live · 7:42 PM", plus a link to switch to the other mode. If staff set it, the card says so.
5. **Switching mid-session.** Tapping the other mode asks first: "Sound drops for about 10 seconds while the room reloads. Don't switch mid-take." Keep it as it is, or Switch the room.
6. **If it does not land.** The card turns red: "The room did not switch · staff pinged", with the last time the room was heard from and a Try again button. The footer says "Nothing changed in the room. Your session is unaffected." Staff get a push at the same moment.

Members only see any of this when the switch is set to **On for members**. At **Staff only** the tiles are invisible to them.

How staff use it in the app

Written from staff app 2.2.4 build 107, which was in App Store review when this guide shipped. The labels below are from that build.

Sessions tab, the LIVE NOW card. A Rehearsal Room session shows a ROOM MODE row: a pill reading "🎧 Play Live · applied 7:02", "🎛️ Record in a DAW · applied 7:02", "Reset to default · applied 9:14", or "Not set". Under it, "Mac Studio connected · 14s" or "Mac Studio offline · 6 min". It refreshes every thirty seconds while the session is live. Nothing on the board strip is tappable. It is there to answer "what is the room in" without opening anything.

Open the session. The Room mode card is the first card on it. This is where staff change the room.

1. Pick one of the three segments: **Record in a DAW** (keyboards to the DAW only), **Play Live** (keyboards through the speakers), **Reset** (back to the default session). Picking arms the button. Nothing reaches the room yet.
2. Press the button. It reads **Set** when nothing is applied and **Override** when something is, followed by the mode you picked.
3. Reset asks again: "Reset the room? The DAW preset loads and the member's choice is cleared." Keep it, or Reset.
4. **Reload preset** re-sends whatever is already applied. Use it after fixing the Mac.

The status line above the segments tells you where the room is:

LINE	MEANS
Loading Play Live...	The job is in flight. Give it about ten seconds.
Applied 7:02 PM · 9 s by Elijah	It worked, and who sent it.
Failed · UAD Console is not open	It did not work, and why. Reload after you fix it. The room is still in whatever mode last succeeded.
The room Mac is not answering. Check it is awake and logged in as Client.	The Mac is gone. The buttons are disabled until it is back.
Room is idle · a tap can take up to 2 min to land	Nobody is booked. The Mac checks in every two minutes instead of instantly.

The strip at the bottom of the card carries Console version, last seen, agent version, last job and cadence. That is the fast answer to "is the room actually there".

Three pushes go to everyone on the roster.

PUSH	WHAT IT MEANS	WHAT TO DO
 Rehearsal Room did not switch	A switch failed. The body names the mode and the error code.	Tap it. It opens the session. Fix per the table in "When something is wrong", then Reload preset.
 Rehearsal Room Mac is offline	The Mac stopped answering. Mode switching is paused.	Go to the room. Wake the Mac, check it is logged in as Client , check UAD Console is open.
 Rehearsal Room Mac is back	It came back on its own.	Nothing.

Tapping a push opens the session it names, scrolled to the Room mode card. With no session named it opens the Sessions board.

A failed switch changes nothing in the room. "Applied" always means the last job that succeeded, so after a failure the card still shows the mode the room is really in.

How admins use it

Everything is on one page: admin.therecording.club/admin/room-devices. It refreshes every ten seconds and wakes the room once on load.

The top of the page reads the mode in large type, with the Console session under it, plus pills for Online or Offline with a last-seen age, Cadence active or idle, and a warning pill when the Mac reports a preset we did not send.

Control tab. Four buttons, each with a one-line confirm:

BUTTON	WHAT IT DOES
Send Play Live	Loads the live session. Sound drops for about ten seconds.
Send Record in a DAW	Loads the DAW session. Same ten seconds.
Reset to default	Loads the DAW session and clears the member's choice.
Wake the room	Nothing loads. The Mac just answers faster for the next few minutes.

Who can change the room. Three settings, and only one of them is visible to members:

SETTING	WHO CAN CHANGE THE ROOM
Off	Nobody. The feature does not exist.
Staff only	This page and the staff app. Members see nothing.
On for members	Members choose on their session card too.

The machine. Hostname, Console version, whether Console is running, agent version, load verb, current preset, the first twelve characters of the preset hash, and last seen. A load verb with a value is proof the room Mac finished its install.

Jobs tab. The last twenty jobs: time, mode, source, who asked, status, how long it took, which session file, and the error code when it failed. Every booking id links to the booking.

The same guide sits on admin.therecording.club/admin/docs under the Rehearsal Room tab, read-only.

Setting up the room Mac

One person, in the room, about twenty minutes, logged in as **Client** with UAD Console open. Do it when the room is empty, because step 3 changes what comes out of the speakers. Full step-by-step with pass and fail lines: [the runbook](#).

1. **AirDrop the bundle.** `rr-room-bundle-v1.2.tgz` from Greg's Desktop. It carries the room's signing secret, so AirDrop only. No email, no Slack, no USB stick left behind. Delete it from both Macs once the install verifies.
2. **Unpack it.**
3. **Save the Play Live session.** In UAD Console, load `RehearsalRoom2026`. Unmute the channels the band should hear live through the speakers. Write the channel names on the sha line you text Greg. Then Save As `RehearsalRoom2026_NODAW`, spelled exactly. Which channels those are is not settled. The two candidates are under the step list.
4. **Run the installer.** It copies the package to `~/trc-room`, loads the LaunchAgent, checks the door, and runs the probe. `--dry-run` shows every action without writing anything.

5. **Register the Play Live session.** The script finds the file on its own and prints a 64-character hash in a box. Send Greg that line.
6. **Read the probe table.** It tries each load method three times and times it. PASS on a method means done. FLAKY means carry on and tell Greg which method. Everything fail means go to the fallback below.
7. **Set three things by hand.** Auto-login as Client in Users & Groups. UAD Console in Login Items. Energy set to never sleep, with Wake for network access ticked. These three turn a power cut into something that fixes itself.
8. **Confirm.** The admin page should read Online within two minutes, with a Console version and a load verb. Text Greg the hash, the winning method and its seconds.

Which channels are Play Live?

Two written sources disagree, and neither has been checked against the rack as it stands today. **These are candidates, not instructions.** The person in the room decides, and writes down what they chose.

CANDIDATE	CHANNELS	WHERE IT COMES FROM
The June session file	Korg Mini (ch 9-10), Korg Grand (ch 11-12), Nord (ch 13-14), Bass DI (ch 15). No vocal mic.	The four mute flags that differ between <code>RehearsalRoom2026</code> and <code>RehearsalRoom2026_NODAW</code> , both dated 2026-06-01.
The docs site	The Korg Grandstage pair and a vocal mic.	The written "Rehearse mode" procedure for the Rehearsal Room.

The rack was re-patched between June and September: channels 9-10 now carry the Nord and 13-14 the Montage, so the June channel numbers no longer name the June instruments.

The three commands, in order:

```
tar xzf ~/Desktop/rr-room-bundle-v1.2.tgz -C ~/
bash ~/rr-room-bundle/install.sh
bash ~/trc-room/add-live-preset.sh
```

If the probe fails every method. Set `LOAD_GUI_OK=1` in `~/trc-room/env`, add `/bin/bash` under System Settings → Privacy & Security → Accessibility, and run `bash ~/trc-room/probe.sh` again. Still all fail: stop, send Greg the whole table, leave the switch at Off. Do not keep trying.

Everyday commands on the room Mac:

WANT	COMMAND
Watch the agent	<code>tail -f ~/Library/Logs/rr-mode.log</code>
Restart it	<code>launchctl kickstart -k gui/\$(id -u)/club.therecording.rr-mode</code>
Check it is loaded	<code>launchctl list club.therecording.rr-mode</code>
Re-run the self-tests	<code>bash ~/trc-room/test.sh</code>
Remove it completely	<code>bash ~/trc-room/uninstall.sh</code>

Changing a preset later

Presets are addressed by their content hash, so the system never loads a file it was not told to load. Changing one is four steps and nothing else has to be touched.

1. **In UAD Console on the room Mac**, make the change and Save As the same name:
`RehearsalRoom2026.uadmix` for the DAW session, `RehearsalRoom2026_N0DAW.uadmix` for Play Live.
2. **On the room Mac**, run `bash ~/trc-room/add-live-preset.sh`. It copies the file into the room's preset folder, updates the checksum list, and prints the new hash.
3. **On the door host**, register the same file: `rr-preset add live`
`/path/to/RehearsalRoom2026_N0DAW.uadmix` (or `daw` for the other one). `rr-preset show` prints what is stored. The door signs that hash into every job it sends.
4. **Check the admin page.** The preset hash under The machine should match, and the warning pill should be gone. If the pill is still there after the next switch, one of the two sides did not get the new file.

A room that is missing a preset downloads it once from the door on the next switch and keeps it. That is normal and adds a second or two.

When something is wrong

WHAT YOU SEE	WHAT IT MEANS	WHAT TO DO
Offline pill, on either page	The Mac is asleep, logged out, or off the network	Go to the room. Wake it, log in as Client, check Wi-Fi. It reports Online within two minutes.
Status <code>timeout</code> , or "The room Mac never answered"	The Mac took the job and never reported back, or was gone when it was sent	Check the Mac is awake and Console is open, then Reload preset. The job re-sends on its own when the Mac returns.
<code>console_not_running</code>	UAD Console is closed	Open UAD Console, then send the mode again. The agent tries to open it, so this usually means Console crashed or was blocked.
<code>preset_missing</code> , <code>preset_fetch_failed</code> , <code>preset_sha_mismatch</code>	The session file on the Mac is not the one we sent	Re-run <code>bash ~/trc-room/add-live-preset.sh</code> on the Mac and register the hash with <code>rr-preset add</code> . Then send the mode again.
<code>load_failed</code>	Console refused to load the session	Check Console is 1.2.8 and the Apollo is attached. Run <code>bash ~/trc-room/probe.sh</code> to see whether the load method still works.
<code>bad_signature</code> or <code>expired</code>	The room rejected the instruction	The secret on the Mac and the secret on the door disagree, or the job sat too long. Re-run the installer. Send it again.
<code>busy</code>	Another switch was already in flight	Wait ten seconds and look again. The later one wins.
Warning pill: preset sha does not match	The Mac reports a session we did not load	Someone loaded a session in Console by hand. Send the mode again to put the room back where the system thinks it is.
The member sees the red line	The switch failed and staff were pushed	Fix per the row above, then Reload preset in the staff app. The member's card clears on its own.
Load verb is blank on the admin page	The room Mac install never finished	Run the setup steps above. Until the probe picks a method, every switch fails.

What never happens

- **The room never quits a DAW.** If Logic or Pro Tools is open, it stays open. A switch reloads the Console session underneath it.

- **The room never switches while another band's booking is live.** The ten-minute pre-set holds until the room is free.
- **The room never runs an unsigned instruction.** Every job carries a signature over the mode and the file hash. A stolen token alone cannot make the room load anything.
- **The room never reaches out to a member.** Nothing here sends a text or an email to anyone.
- **The room is never reachable from outside.** The Mac calls us. Nothing can call it.