Guilded Multi-Tier Voice Chat Tutorial



wmk 2020, v1

What is Guilded?

Guilded is the ultimate chat platform for gaming communities, offering robust voice and video chat, group calendars and scheduling tools. Its voice chat features include:

- **Voice rooms**. You can create custom voice rooms within voice channels, allowing you to organize team comms better and jump between conversations on the fly.
- Broadcasting. With the press of the key, officers or event coordinators can broadcast a message to all voice rooms at once.
- **Whispers**. You can chat directly with anyone, without speaking to the whole group, with just the press of a hotkey. You can whisper to any combination of members, and you can have multiple whisper hotkeys active at once.
- **Priority speaking**. Use your priority speaking hotkey to make your voice stand out over the rest of the chatter.

Broadcasting combined with Whispering allow the large teams to use multitiered voice chat. This tutorial will help you to set up and use it.

Notes:

- [Staff Only] tags mark steps available to staff members or users with similar permissions only.
- Voice chat works much better with the dedicated Guilded App. It is highly recommended to install it on your PC.

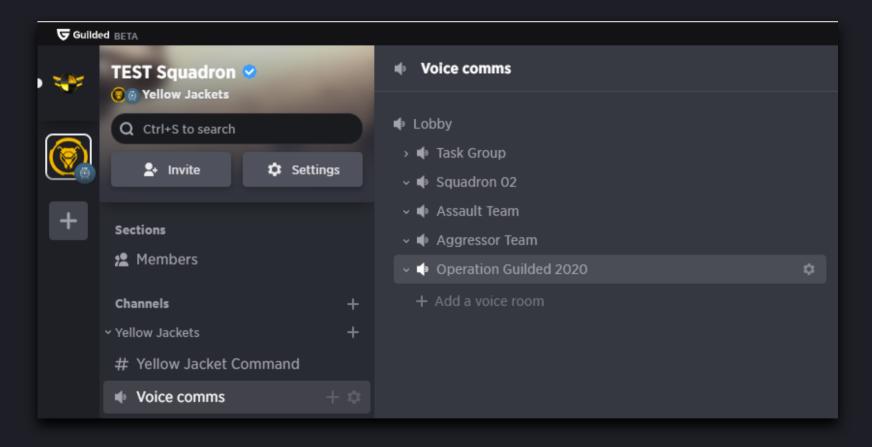
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I. Creating multi-tier voice chat

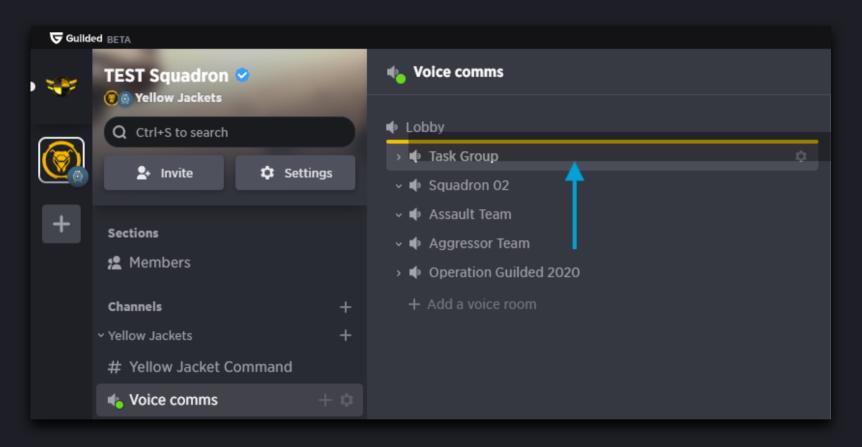
1. [Staff Only] Create a new voice room, either as the top-level room (available in the left-hand navigator) or under existing top-level voice room.

In this example, "Operation Guilded 2020" voice room and 5 sub-rooms ("Squadron 01", "Squadron 02", "Task Group", etc.), have been created under "Lobby" voice room:



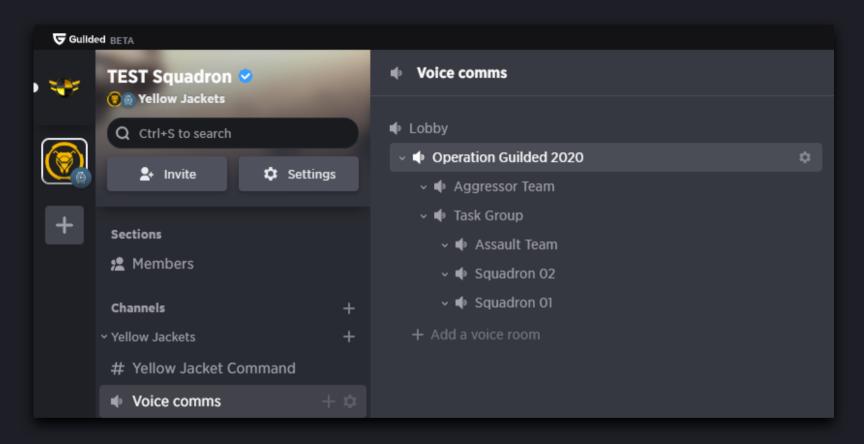
2. [Staff Only] Drag and drop "Operation Guilded 2020" room to the top of the of the list.

Then move all remaining sub-rooms under it, by dragging and dropping them to the main room name.



3. [Staff Only] Complete the new multitiered voice room by moving selected sub-rooms further down the structure, i.e. "Assault Team", "Squadron 01" and "Squadron 02" under "Task Group" sub-room.

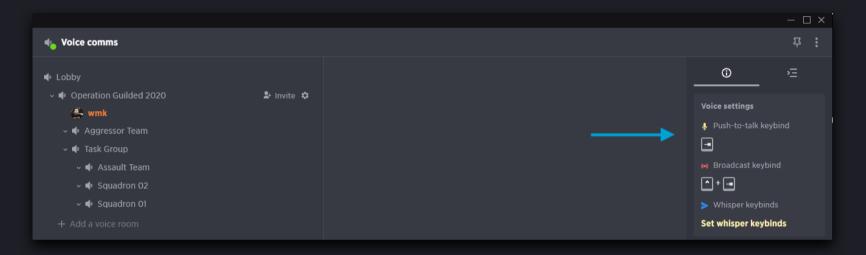
As in previous step, use drag and drop to relocate sub-rooms.



II. Configuring Guilded Client for multi-tier voice chat

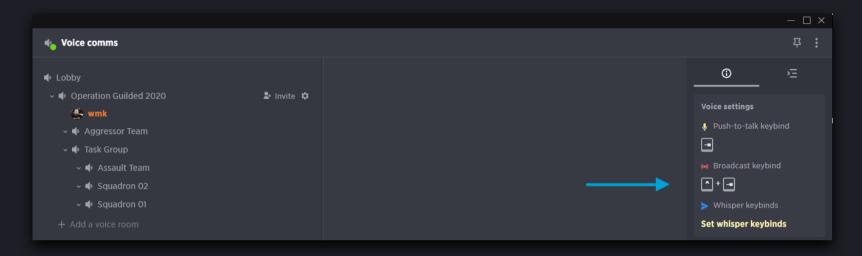
1. Set the Push to talk (PTT) keybind. Standard Push to Talk key is used to transmit to the chat room you are connected to.

In this example a "Tab" key is used:



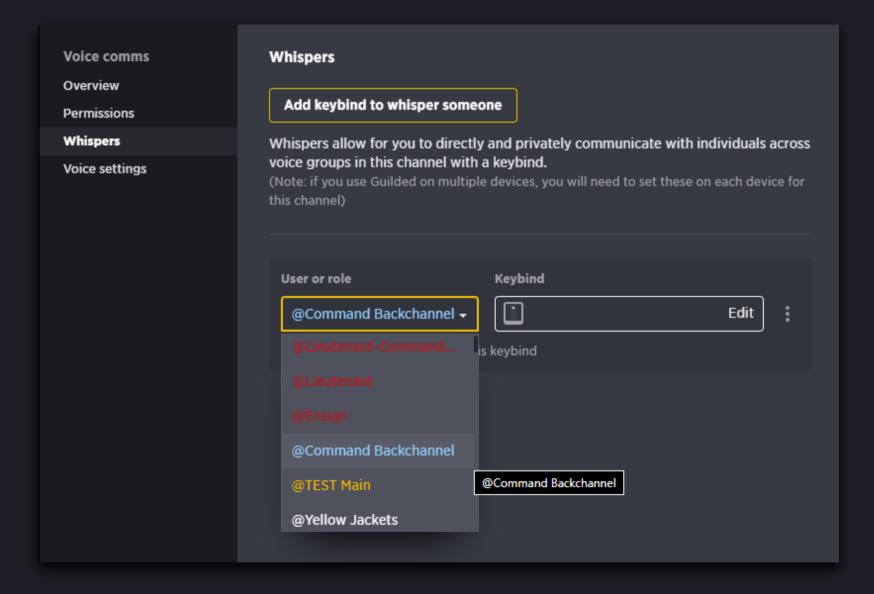
2. Set the Broadcast PTT keybind to be able to talk to the voice room you're connected to, and its all sub-rooms at the same time.

In this example Ctrl+Tab key combination is used by the officer:



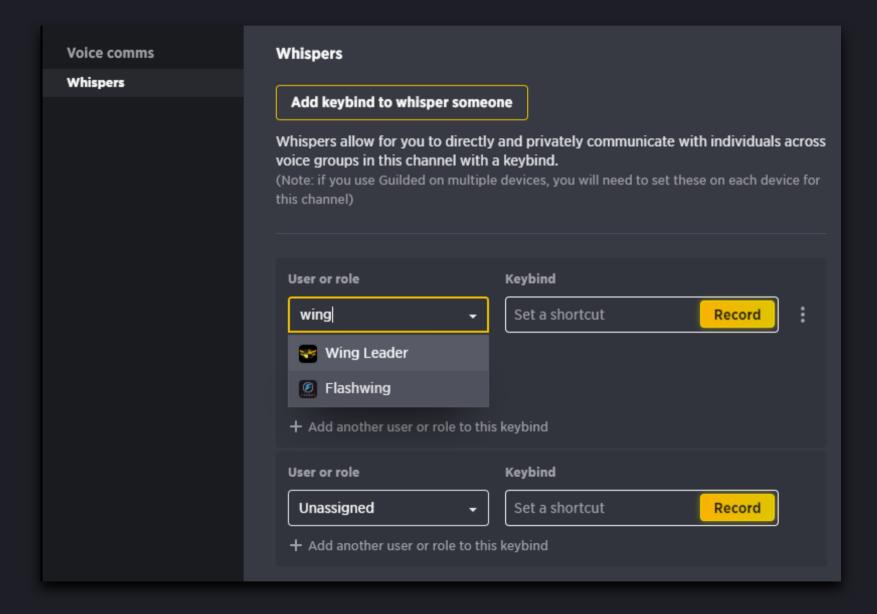
3. Set the Whisper PTT keybind to be able to talk back to the broadcaster, i.e. wing leader, officer or event coordinator.

In this example a "comma" key and "Command Backchannel" role are used by the Wing Leader:



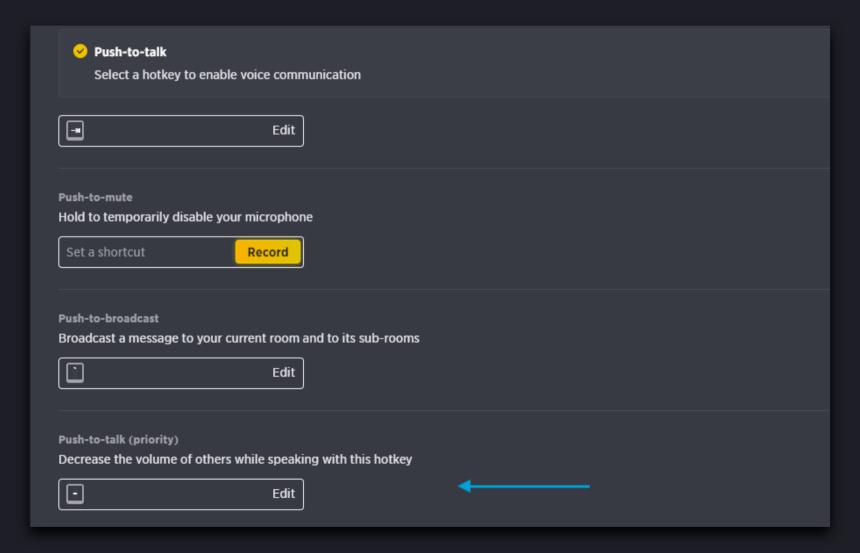
4. Set the Whisper PTT keybind for specific users, i.e. selected wing leaders, junior officers or combat photographers.

In this example the officer is adding Wing Leader to the group Whisper:



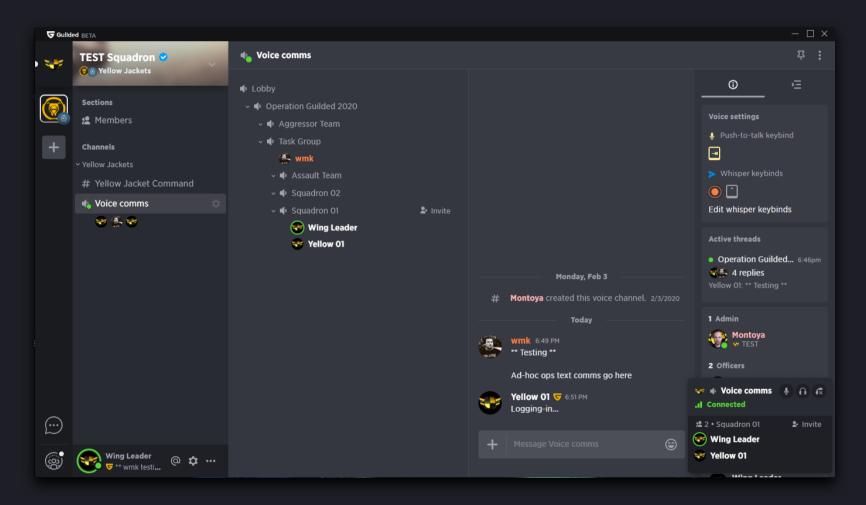
5. [Staff Only] Set the Priority PTT keybind to be able to temporarily lower the microphone levels of all other users in the voice chat.

In this example, a numeric keypad "-" key is used by the Officer:

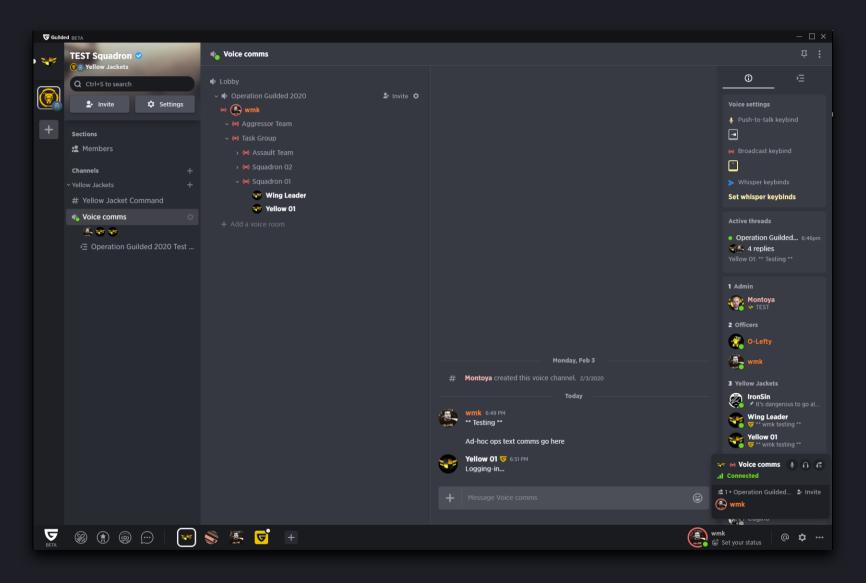


III. Using multi-tier voice chat

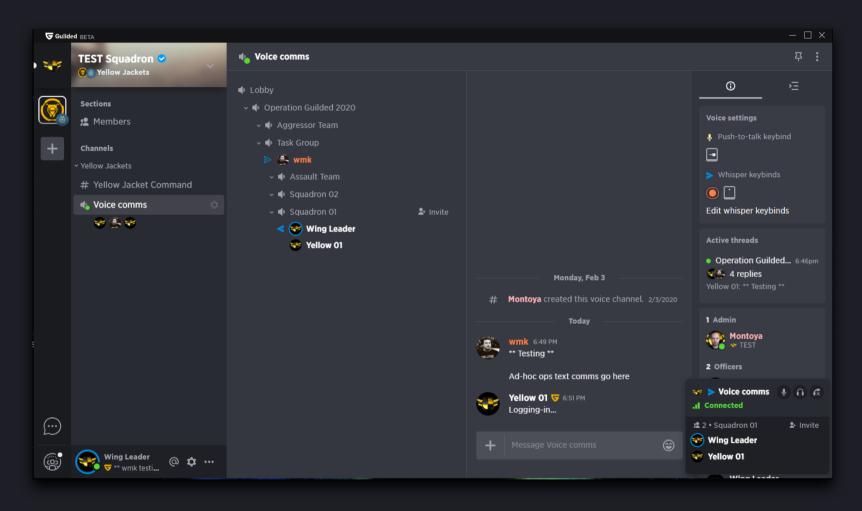
1. Wing Leader talking to its squadron, using previously set PTT keybind:



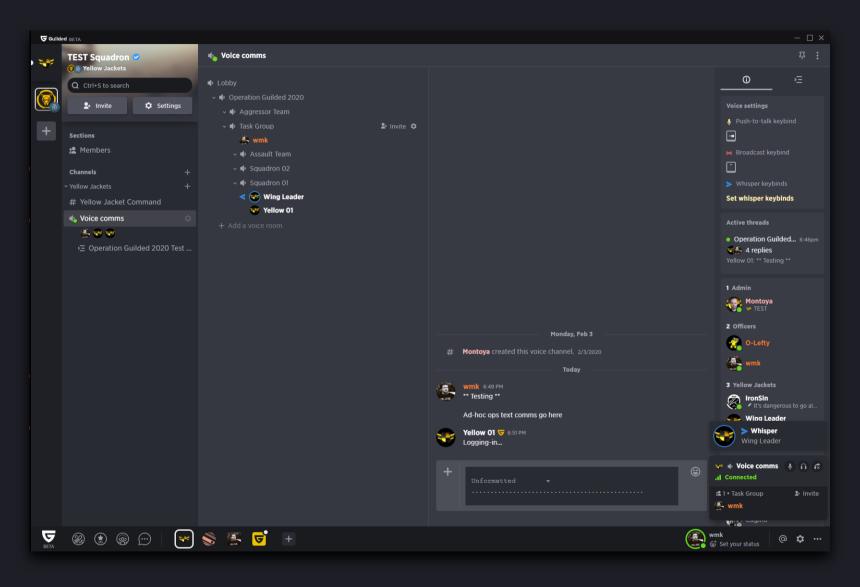
2. Officer broadcasting to all sub-rooms, using previously set PTT broadcast keybind:



3. Wing Leader responding to the officer via whispering set to the "Officer" role, using previously set PTT whisper keybind:

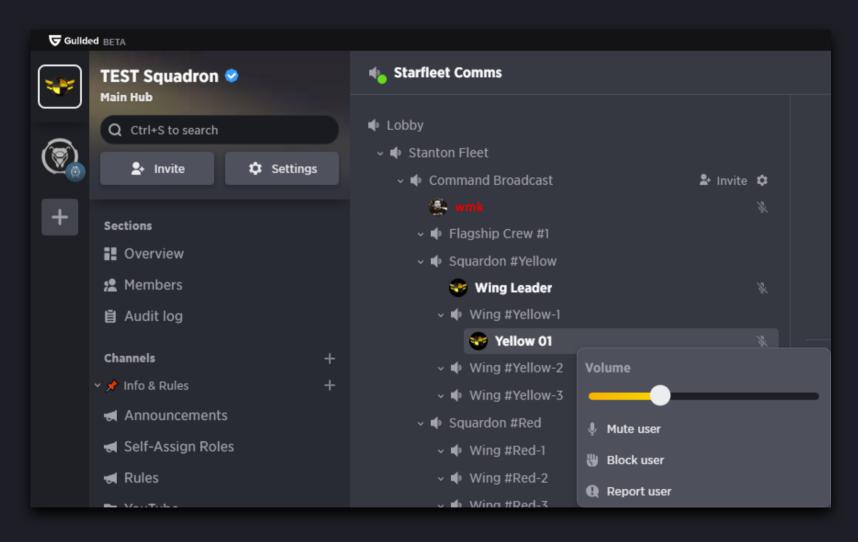


4. Wing Leader response as seen by the officer with the "Officer" role:



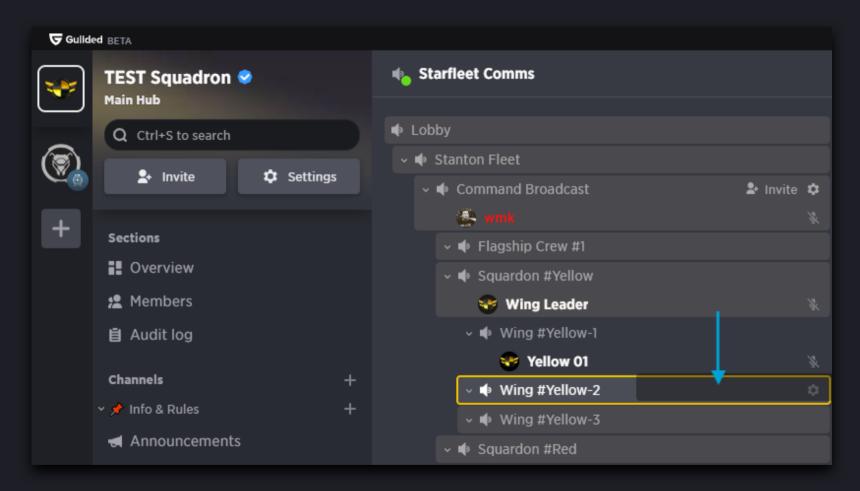
5. Setting individual voice levels.

This feature can be used if some of the players have weak microphone levels or are too loud:



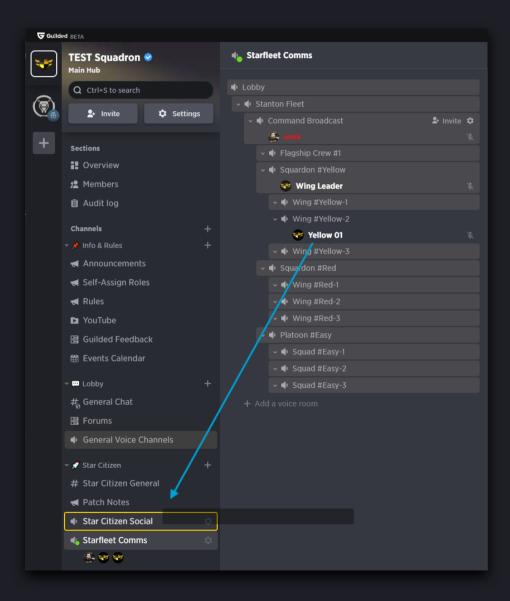
6. [Staff Only] Moving members between the voice chat rooms. You can move any player to another sub-room within the same multitiered voice chat.

As in case of creating voice rooms, drag and drop is used for moving the users between voice rooms.



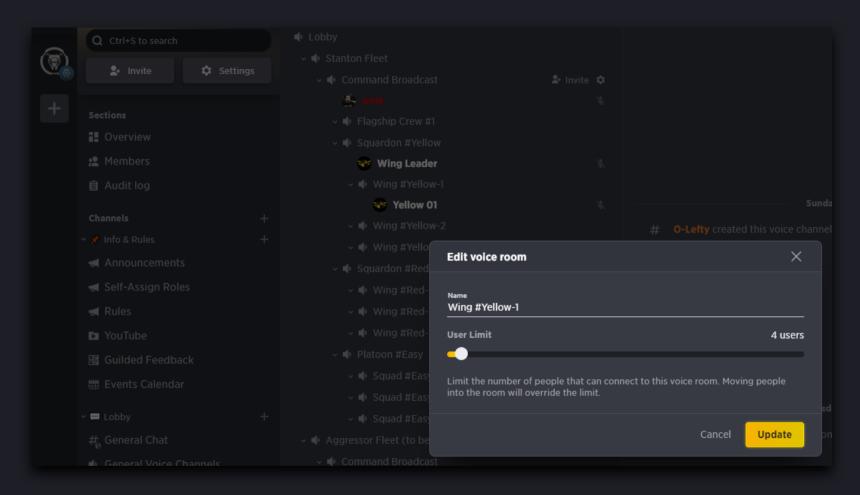
7. [Staff Only] It is also possible to move anyone to any room located at the main Guilded space level; in that case, the user would be placed in the top-level "Lobby" voice room, from where it can be moved further down to another sub-room within the multitiered structure.

Use drag and drop to move the users between top-level voice rooms.



8. [Staff Only] Limiting the maximum number of the room or sub-room users, muting and blocking.

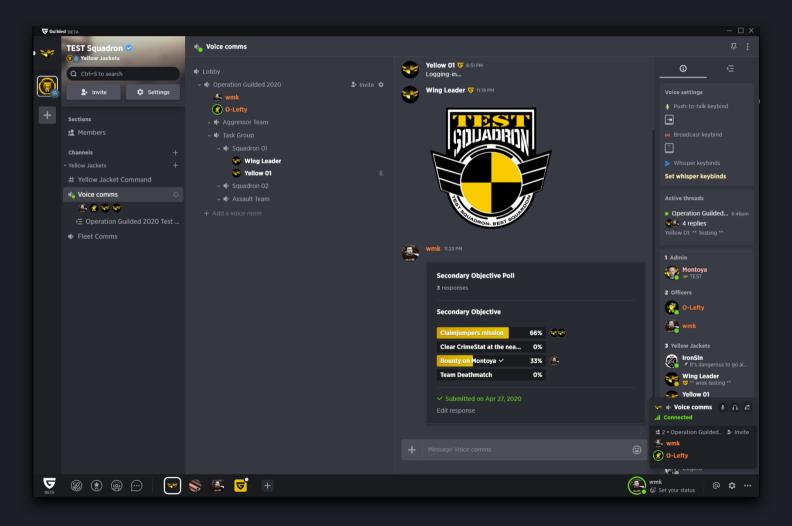
Similarly to discord, you can limit the number of users per voice room or sub-room. You can also mute selected user or block him or her.



IV. Other features related to the multi-tier voice chat

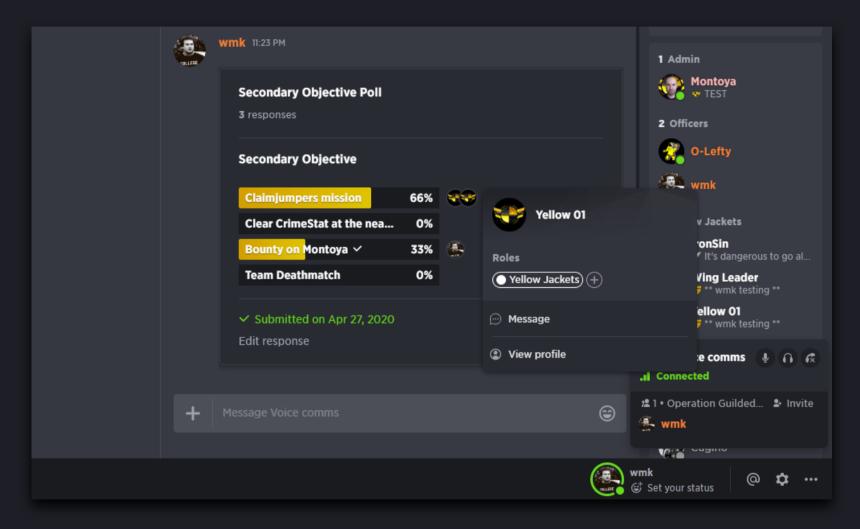
1. Voice room text chat. Each top-level voice room has its own text chat thread.

You can also create sub-threads under the main voice room text chats.



2. Polls. You can create a poll and post to to any voice room text chat.

Poll results allow you to check the names of the responders.



3. Sharing voice room invitations within Guilded and externally.

