USER MANUAL

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FeedbackKiller Plus+ 8CH (iPad)

iPad app

The iPad edition of FeedbackKiller Plus+ runs entirely on the iPad — no computer needed. It takes audio from a USB audio interface, suppresses feedback on up to 8 channels and sends it back out through the interface. It looks and works exactly like FeedbackKiller Plus+ on Mac/Windows; the only differences are that there is no REMOTE button and the switches are larger for fingers.



FeedbackKiller Plus+ on iPad

What you need

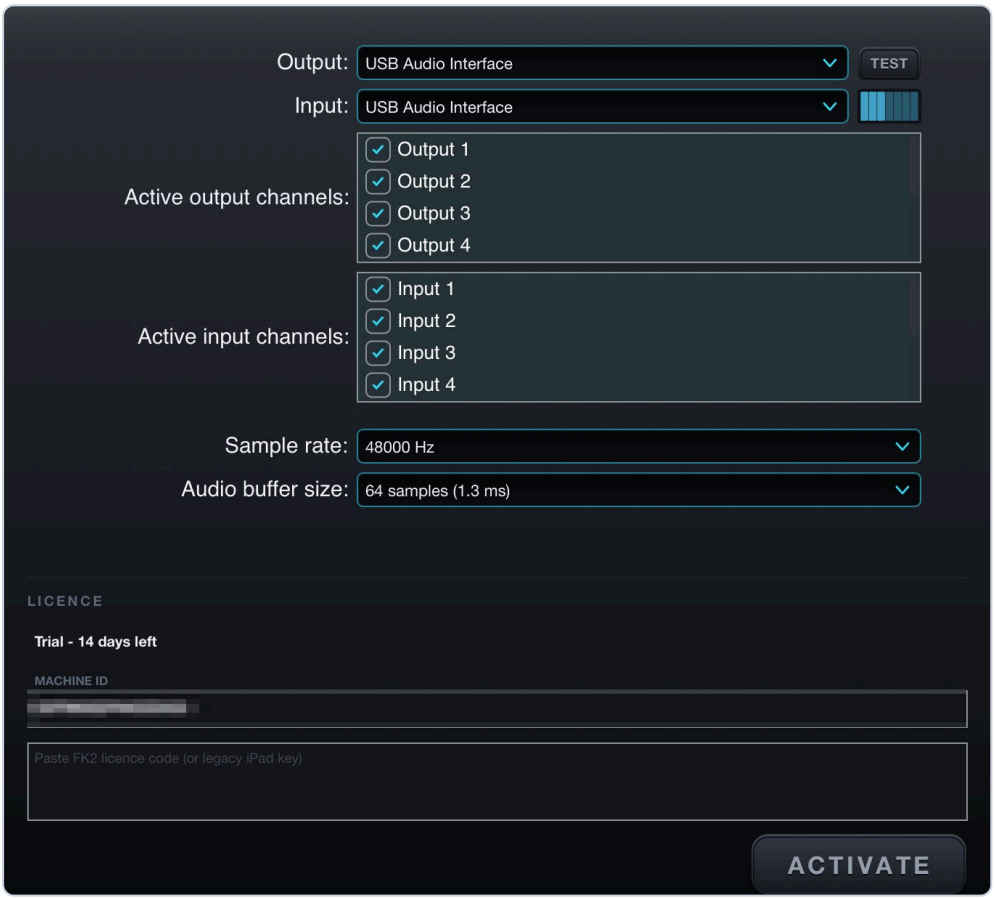
- An iPad running iPadOS 16 or later.
- A class-compliant USB audio interface (works on iPad without drivers). For all 8 channels it needs at least 8 inputs and 8 outputs.
- A powered USB-C hub so the iPad and the interface both get enough power.
- Avoid Bluetooth headphones or speakers: the latency is high and iPadOS may reroute the audio on its own.

Connections

1. Mixer or mics → inputs of the USB audio interface.
2. Interface → powered USB-C hub → iPad.
3. Interface outputs → back to the mixer or PA.

Getting started

1. Connect the interface first, then open **FeedbackKiller Plus+ Pad**.
2. Tap **SETTINGS**, check that Output/Input show your interface, tick the channels you use, and set the sample rate and buffer (48–192 kHz, as supported by the interface).
3. Tap **ROUTING** and choose the channels you need with their Input and Output.
4. Double-tap a channel name to rename it.
5. Bring the mics up as usual — feedback is suppressed automatically.



SETTINGS on iPad



ROUTING on iPad

Controls

Every control works as on Mac/Windows; see the FeedbackKiller Plus+ manual for the full description.

- **ON** enables a channel, **STRENGTH** sets suppression strength, **NOISE** reduces background noise, **LOW CUT** removes lows.
- **METERS** show IN/OUT for every channel. The channel number turns into a pink badge while that channel suppresses feedback.
- **NOTCH** maps the frequencies being cut.
- **BYPASS** passes every channel straight through.

Saving and loading

Tap **SAVE** and choose:

- **Save rack as…** — saves the whole setup.
- **Load scene (keep audio device)…** — loads channel names and settings but keeps the interface that is connected now.
- **Load scene + audio device…** — loads the settings and the saved interface setup.

During a show

- The iPad screen stays on while the app is open.

- If the USB cable is pulled or the interface drops out, the app tries to reconnect every 2 seconds — no need to restart it.
- If the status bar shows an orange/red message:
- **AUDIO STOPPED - RECONNECT USB INTERFACE** — check the USB cable and the hub's power.
- **CHECK USB I/O - ACTIVE ROUTE UNAVAILABLE** — an enabled channel uses an input or output this interface does not have; fix it in ROUTING.
- **FAIL-SAFE PASS-THROUGH ACTIVE - CHECK AUDIO BUFFER** — iPadOS delivered audio in a buffer size the app was not set up for (usually during a route change or when a device is plugged in or out), so the app passed audio straight through for a moment instead of going silent. If it keeps appearing, set the buffer again in SETTINGS and make sure no other audio device, such as Bluetooth, is connected.

Trial and licence

- Full function for 14 days; the bottom-right of the status bar shows the days left.
- After 14 days feedback suppression stops, but NOISE, LOW CUT and BYPASS keep passing audio as normal.
- Enter your key in **SETTINGS** under LICENCE and tap **ACTIVATE**.

If activation fails

- Touch and hold the key box and choose Paste. Spaces and hidden characters that LINE or e-mail add to a copied key are removed by the app automatically.
- **Could not connect to the licence server** — check the internet connection, then update to the latest version. New versions activate through tsoundman.com, which every network can reach.
- **Invalid licence code** — the key must start with FK2- and belong to this product (a key for one product does not work in another). If it still fails, send a screenshot on LINE and we will check it or issue a new key.