

Actors Mobile ADR 4.0 User Manual

AMA 4.0.2 (57) - iOS 17 and later

CUSTOMER EDITION

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Customer edition

- **Application:** Actors Mobile ADR (AMA) 4.0.2 (57)
- **Supported system:** iOS 17 or later
- **Orientation:** iPhone landscape; iPad supports all orientations, with landscape recommended for the full workspace
- **Publication revision:** 2026-08-26
- **Documentation status:** Customer manual for AMA 4.0.2 (57)
- **Copyright:** © 2026 TODD-AO. All rights reserved.

This manual covers the shared Actor and Editor workspace, encrypted AMA packages, cue preparation, local Speech-to-Text, recording, take review, package delivery, account access, and customer support.

Former paid subscribers: Your old yearly subscription has been retired and will not renew. Your Actors Mobile ADR access is now permanent, free of charge. No action is required and no additional purchase is needed. See [Terms](#) and [Support](#).

New customers can start a seven-day full-featured trial or buy one permanent unlock. AMA is a one-time purchase, not a subscription. Purchase availability and current terms are shown in the app and at the [Terms](#) link above.

Part I - Start here

1. Welcome to AMA 4.0

Actors Mobile ADR is an on-device ADR recording and review workspace for iPhone and iPad. It gives an Actor picture, cue timing, guide audio, rehearsal aids, recording controls, and a take list. The same workspace gives an Editor cue timing, editable ADR Text, local transcription, review states, and encrypted package delivery.

AMA uses four core action names consistently:

- **Preview** rehearses the source cue with picture and guide.
- **Record** creates a new take.
- **Stop** stops the current transport action. During recording, use the visible on-screen Stop control.
- **Playback** auditions a recorded take against picture.

AMA is cue-first. The selected cue determines the ADR START and ADR END window, displayed line, rehearsal timing, recording association, and take list. Check the cue title before every Preview, Record, edit, or delivery action.

Control-name conventions

Control names shown in bold match the current AMA label or accessibility label. An icon may be visible without text in the compact landscape interface, but VoiceOver and help labels use the names in this manual.

2. Actor and Editor responsibilities

AMA uses one workspace with different responsibilities.

Actor

The Actor receives or selects a video, chooses a cue, previews the source, records takes, compares sync, marks a Select or Alternate, and shares approved WAV audio.

Editor

The Editor turns on **Editor Mode** with the right-sidebar control in the player header. Editor Mode replaces the take pane with cue timing, waveform, ADR Text, review controls, and package preparation. The Editor adds source videos, defines cue boundaries, verifies generated text, assigns per-video delivery identity, and sends an encrypted package.

3. Requirements and session preparation

Before a session:

- 1 Use an iPhone or iPad running iOS 17 or later.
- 2 On iPhone, use AMA in landscape. On iPad, all orientations and user-arranged window sizes are supported; landscape is recommended for the full workspace.
- 3 Make sure the device has enough free storage for source video, packages, and uncompressed WAV takes.
- 4 Allow microphone access when AMA asks. The microphone is required for ADR takes and, if enabled, on-device Hands-Free Control.
- 5 Connect headphones for production work. Headphones reduce guide bleed into the recorded microphone and enable the intended guide-level choices.
- 6 Open **Settings**, find **Recording Audio**, and tap **1 kHz** on the speaker-test row to check the current output before the performer is ready.
- 7 If an iOS 26+ Editor will use Speech-to-Text, connect to a network once before the session so Apple's English speech asset can install if needed.

Recording safety: Test the on-screen **Stop** control before the first take. Hands-Free listening pauses during Preview, take playback, recording, and saving. Use the on-screen **Stop** during those actions.

Headphones and guide bleed

AMA can play guide audio through the device, but production recording should use headphones. When headphones are not connected, AMA applies recording guide-safety behavior to reduce playback bleed. That behavior is not a substitute for monitoring with headphones.

4. First launch and the Video Library

AMA 4.0.2 (57) includes bundled demonstration videos so you can explore the Actor and Editor workflows. Use the filmstrip **Videos** control to open the Video Library. Demonstration media is for evaluating and learning AMA only; it is not licensed for production use or redistribution.

To add content:

- 1 Tap **Add to Library**.
- 2 Choose **Photo Library** for videos in Photos.
- 3 Choose **Files** for ordinary video files or encrypted AMA packages.
- 4 Complete the system picker.

The current source types prepared for Editor package delivery are MOV, MP4, and M4V. If imported picture is unavailable later, Editor Mode keeps the library record visible for removal or replacement, while the Actor cue sequence excludes unplayable picture.

5. Local storage, privacy, and protected playback

AMA does its recording, local speech recognition, cue editing, and take management on the device.

Privacy: AMA does not upload guide audio, ADR Text, or Hands-Free command audio for recognition. Encrypted packages are shared only when the user chooses to send them.

TODD-AO does not receive your picture, guide, takes, or packages unless you choose to contact support and attach them. Read the current [Privacy Policy](#).

- Guide audio and transcript text are not uploaded for Speech-to-Text.
- On iOS 26+, Apple may download an English language asset. Only that asset is downloaded. Guide audio and transcript text remain on the device.
- On iOS 17-25, the English WhisperKit model and tokenizer are bundled inside AMA. No speech-model download is required.
- Hands-Free command audio is temporary and is deleted immediately after processing.
- Encrypted packages leave the device only when the user chooses a Share action.
- AMA does not silently use a server speech service or another recognition fallback.

Protected package playback can display a dynamic forensic watermark with Released To, Production, an automatic device/session fingerprint, and UTC session time. When package policy requires it, AMA hides protected picture during active screen recording or mirroring. A blank protected picture during one of

those active capture states is a security response, not a video failure. AMA does not claim to prevent an ordinary still screenshot.

AMA applies file protection and excludes its protected library, recordings, and metadata from ordinary device backup. This statement does not cover optional diagnostic or support exports, which should be handled as sensitive files. The backup policy limits recovery after device loss, app deletion, or reinstall. The Production should retain independent source files, delivered WAVs, and packages.

Part II - Actor workflow

6. Receive and unlock an AMA package

An Editor should send the encrypted package and its unlock code by separate routes. For example, receive the package through an approved file-sharing route and receive the code by phone, separate message, or in-person handoff.

To import from AMA:

- 1 Tap **Add to Library** or open **Videos** and tap **Add to Library**.
- 2 Choose **Files**.
- 3 Select the encrypted AMA package.
- 4 In **Unlock AMA Package**, verify the **Package** name.
- 5 Enter the **Unlock code** and tap **Unlock**.

You can also open a package from Files or another application and hand it to AMA through the iOS share/open flow.

If an unlock has previously been saved for this device, **Use Device Unlock** can retrieve it through the device's protected unlock mechanism. **Forget Saved Unlocks** removes the saved package unlocks from this device.

If the code is lost, ask the Editor to reissue the package. AMA has no recovery backdoor for a lost encrypted-package code.

Security: Never place a usable unlock code in a screenshot, slate, cue note, filename, or the same message as the package.

7. Tour the Actor workspace

The Actor workspace has three main areas:

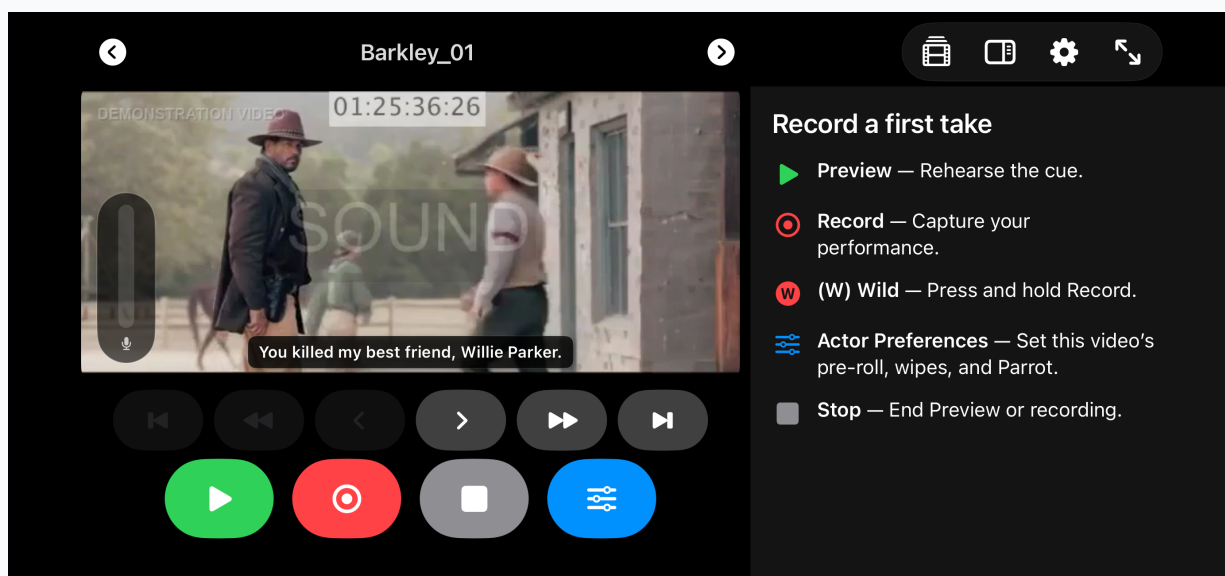
- 1 The header identifies the current cue and provides cue navigation, **Videos**, the right-sidebar **Editor Mode** control, **Settings**, passive Hands-Free status when enabled, and **Video Focus**.
- 2 The picture pane shows source video, subtitles, wipes, and transport.
- 3 The take pane lists recordings for the selected cue.

The primary transport controls are:

- **Preview** - green play control for source rehearsal.
- **Record** - red record control for a new take.
- **(W) Wild** - press and hold **Record** for an audio-only Wild recording.
- **Stop** - gray square control for transport stop and the only manual recording stop.
- **Actor Preferences** - blue sliders control for cue aids and guide behavior.

The smaller picture controls provide **Go to Start**, **Fast Reverse**, **Previous Frame**, **Next Frame**, **Fast Forward**, and **Go to End**.

The Actor workspace places picture and transport controls together. **Preview** and **Record** appear beneath the picture, the tactile **Stop** replaces the active transport control during recording, **Actor Preferences** opens the per-video rehearsal settings, and saved takes appear in the take pane.



The Actor workspace before a first take. The help pane on the right lists Preview, Record, (W) Wild - Press and hold Record, Actor Preferences, and Stop.

8. Navigate cues across videos

Use **Previous Cue** and **Next Cue** in the header to move through the playable production cue sequence. Actor navigation can cross from the last cue in one video to the next playable cue in another video. The cue title in the header updates before you act.

To select a specific video:

- 1 Tap the filmstrip **Videos** control.
- 2 Choose a playable video from the list.
- 3 Close **Videos** and use **Previous Cue** or **Next Cue** as needed.

AMA remembers the last selected cue and video when possible. A missing-picture record is kept out of Actor navigation so an Actor is not led into a black player. An Editor can still see that record in **Videos** for repair, removal, or replacement.

When Hands-Free Control is active, **Next Cue** and **Previous Cue** move through the playable cue sequence. See [Hands-Free command and status reference](#).

9. Preview and rehearse

Tap **Preview** to rehearse the selected source cue. AMA seeks to the selected lead-in before ADR START, plays picture and guide, and applies the enabled subtitles, wipe, and beeps.

During Preview:

- Tap the tactile **Stop** control to stop immediately.
- Hands-Free listening pauses until Preview stops. Use the on-screen **Stop**; there is no spoken Stop command in this release.

Preview never plays a recorded take. Use the play control on a take row or **Playback** for recorded audio.

For frame checks, use **Previous Frame** and **Next Frame**. A tap on Fast Reverse or Fast Forward performs a seek step; holding the shuttle repeats and accelerates the movement. **Go to Start** and **Go to End** move to the video head or tail.

10. Actor Preferences

Tap the blue **Actor Preferences** control to configure the selected video's ADR aids. These settings belong to the current video. Switching videos can load different values.

Offset

Tap the Offset control to cycle among **3 sec**, **7 sec**, and **12 sec**. This is the lead-in used before ADR START for Preview and recording.

Subtitles

Tap **Subtitles** to cycle among **Off**, **Small**, and **Large**. Subtitles use the current cue's ADR Text.

Wipes

Tap **Wipes** to cycle among **Off**, **Left to Right**, and **Outsides to Middle**.

Guide Level

Use **Guide Level** to set master guide playback volume.

Guide in headphones

When headphones are connected, choose how the guide behaves in the ADR interval:

- **Constant** keeps the guide at the selected level.
- **Lower** reduces it to the selected **Lower to** percentage during ADR.
- **Mute** mutes it during ADR.

If the cue has no valid ADR timecode, AMA shows **No ADR TC** and plays the guide for the whole take.

ADR Beeps

Turn **ADR Beeps** on or off and set **Volume**. The traditional count-in has three audible beeps, with the silent fourth position at ADR START. Moving beep volume to zero disables beeps when the control is released.

Parrot

Turn **Parrot** on when the Actor should hear the guide through ADR OUT and then repeat the line. A Parrot take does not use the normal post-line auto-stop and must be ended with the tactile **Stop** control. Auto-sync is unavailable for Parrot takes.

11. Record safely

Before recording, confirm all of the following:

- The correct cue title is in the header.
- Headphones are connected and monitored.
- The microphone permission is allowed.
- The visible tactile **Stop** control is within reach.

To record:

- 1 Tap **Record**.
- 2 AMA pauses Hands-Free listening before it enters record preparation.
- 3 Picture starts at the selected lead-in. If ADR Beeps are enabled, the count-in lands on ADR START.
- 4 Perform the line.
- 5 For a normal ADR take, AMA can auto-stop after ADR END and detected post-line silence.
- 6 To stop manually or in an emergency, tap the on-screen tactile **Stop** control.
- 7 Wait while AMA finalizes and saves the take. Do not start another action while the take is saving.

For an audio-only Wild recording, press and hold **Record** until the red **W** recording state appears. Tap **Stop** to finish and save it.

Recording safety - absolute rule: Hands-Free Control does not listen during record preparation, count-in, recording, saving, or take finalization. A spoken command cannot stop a recording and is not queued for later. Use the tactile **Stop** button.

If a take finishes unusually late, AMA attempts to retain and label the recovered audio. If audio was captured but metadata could not be saved, AMA reports that condition instead of silently claiming success.

12. Play the last take or a numbered take

After save completes, the take appears in the right pane for its cue.

To play a take by touch, tap the green play icon at the start of its row. AMA aligns the take against picture, plays the guide into the cue, hears the take in the ADR window, and then restores the guide.

With Hands-Free Control active while idle, **Playback** plays the newest active take recorded for the current cue.

While a take is playing, Hands-Free listening is paused. Use the tactile **Stop** control.

If the newest take's file is missing, **Playback** reports the problem and does not silently substitute an older take.

13. Compare, nudge, and Auto-sync takes

Each take row shows its take number and offset in frames. 0f means no offset. A positive or negative value shows the stored slip from the recorded timestamp.

Manual nudge

- Tap **Move take earlier** to subtract one frame.
- Tap **Move take later** to add one frame.
- Manual take offsets are limited to -30 through +30 frames.
- A manual nudge clears the current Auto-sync result and returns the take to manual offset control.

Do not confuse picture nudge with take nudge: **Previous Frame** and **Next Frame** move the picture playhead; the take-row minus/plus controls slip recorded take audio.

Auto-sync

Tap **Auto-sync take** to analyze a normal take against its cue. A progress indicator appears during analysis. When enabled, the A control and offset use blue treatment. Tap Auto-sync again to clear its result.

Auto-sync requires a valid ADR cue and is unavailable for a Parrot take. Always audition the result. Automatic alignment is an aid, not an editorial approval.

The take pane shows **Playback**, take number, stored frame offset, earlier/later nudge, **Auto-sync**, **Raw/Select/Alternate**, and **Delete** controls for the focused take.

14. Mark Raw, Select, and Alternate

Every take has exactly one status:

- **Raw** - undecided or ordinary recorded take.
- **Select** - preferred take.
- **Alternate** or **Alt** - a useful alternate.

The visible star control toggles a take between Raw and Select. To choose all three statuses, open the take's context menu and choose **Mark Raw**, **Mark Select**, or **Mark Alternate**.

Select and Alternate are mutually exclusive. Marking one replaces the prior status for that take. Status does not delete other takes.

15. Share and deliver WAV takes

Open the take's context menu and choose **Export WAV** to open the iOS Share sheet for that take. To share every verified take recorded for the current video, tap **Send Video Takes (N)**. AMA never chooses a recipient or completes a share automatically.

Before delivery:

- 1 Audition the take against picture.
- 2 Verify the cue and take number.
- 3 Verify the offset and whether Auto-sync is active.
- 4 Mark Select or Alternate as instructed.
- 5 Export one WAV or use the video-wide batch, then share through the Production's approved destination.

AMA requests a 48 kHz recording route, records the device's active input format, and writes operational Broadcast Wave timing metadata when possible. Ordinary return WAV descriptions do not include Actor, Production, recipient, or source-video names. The Editor should use cue/take identity and approved delivery routing, not assume that private package identity is embedded in an exported WAV.

Retain an independent delivered copy. AMA's protected local data is excluded from ordinary device backup.

Part III - Editor workflow

16. Enter Editor Mode

Tap the **Editor Mode** control, the right-sidebar icon in the player header. It turns orange while Editor Mode is on, and the right pane changes from takes to the Editor cue surface. Tap **Editor Mode** again to leave.

Editor Mode provides:

- Cue title and review indicator
- ADR START and ADR END waveform controls
- **ADR TEXT** and **Re-transcribe ADR Text**
- Previous/Next cue rail
- **Add Cue**, **Delete Cue**, and **Reset Cue**
- Editor-only video removal and **Send AMA Package to Actor** controls in **Videos**

Editor Mode is not in Settings. Use the right-sidebar **Editor Mode** control in the header.

17. Add a source video and import Cue Sheets

Source Video delivery standard: Each supplied Video must display visible, running SMPTE timecode on every frame, beginning with its intended **Video Start (FFOA)** and continuing without gaps, freezes, resets, or jumps. AMA reads the burn-in automatically and uses Video Start to map absolute **ADR START** and **ADR END** values to the Video. Editors should not normally enter Video Start manually. A Video that does not meet this standard must be corrected or replaced before Cue Sheet import; AMA does not infer a missing Video Start from a later frame.

To add source media:

- 1 Open **Videos**.
- 2 Tap **Add to Library**.
- 3 Choose **Photo Library** or **Files**.
- 4 Select one or more videos.
- 5 Wait for import and local cue analysis to finish.
- 6 Select the imported video and review every generated cue before delivery.

AMA may create cue proposals from local speech-boundary detection. These are working drafts, not approved cue timing. Verify picture, timebase, ADR START, ADR END, ADR Text, and review state.

Files must remain readable for editing and package preparation. A record marked **Picture unavailable** · **Re-import video** cannot be played or sent until that source video is re-imported or the record is removed.

Import a Cue Sheet

In Editor Mode, open **Videos** and use the **Cue Sheet** controls. AMA accepts XLSX, CSV, TSV, pasted cue-sheet text, and a standard EdiCue Actor's List PDF.

The required columns are **Video Filename**, **Cue**, **ADR Start**, **ADR End**, and **ADR Text**. **Character**, **Direction**, and **Video Start** are optional; Video Start must be last and may be empty when AMA has already verified running SMPTE timecode from the Video. Tap **Format (Cue Sheet Format)** for the current requirements or **Copy Header (Copy Cue Sheet Header)** to copy this canonical header:

Video Filename,Cue,ADR Start,ADR End,ADR Text,Character,Direction,Video Start

To import:

- 1 Add the matching source Videos before importing cues.
- 2 Tap **Import** and choose a supported file, or tap **Paste** to preview cue-sheet text from the clipboard.
- 3 Review the **Import Cue Sheet** preview for Inserts, Updates, Unmatched, Ambiguous, or Invalid rows.
- 4 Resolve filename, timecode, duplicate-key, or format errors. Nothing is applied from the preview alone.
- 5 Tap **Apply**. If unmatched rows remain, AMA asks whether to apply only the matched rows.
- 6 Review every imported cue against picture, running SMPTE timecode, and ADR Text.

For a standard EdiCue Actor's List PDF, AMA asks you to choose the exact matching Video; it never selects one automatically. The Video must remain available and have verified running SMPTE timecode. For other EdiCue layouts, export XLSX and include the required Video Filename column.

Use **Undo Cue Sheet Import** while that import remains the current undoable cue-sheet action. Do not rely on Undo as a replacement for retaining the original cue sheet.

18. Add, clear, and delete cues

Add a cue

Move the playhead to the intended area and tap **Add Cue**. AMA creates a frame-quantized two-second cue window around the playhead, clamped to the video. Rename and metadata fields are carried through current source/package metadata rather than exposed as a separate cue-name editor in this compact pane.

Reset a cue

Choose **Reset Cue** and confirm. This clears ADR Text, removes detected-boundary suggestions, and creates a fresh two-second window at the current playhead while keeping saved Takes attached.

Delete a cue

Tap **Delete Cue**. If the cue has takes, AMA asks for **Delete Cue and Takes**. The associated active takes are soft-deleted with the cue. AMA has no visible cue-restore control, so confirm the target before deleting.

AMA keeps at least one cue. Deleting the last cue resets it instead of leaving the video with no cue.

Editor check: Before Reset or Delete, confirm the cue title and boundaries. Do not treat internal retention as a customer restore workflow.

19. Set ADR START and ADR END

ADR START and ADR END define the exact performance and transcription interval.

You can set a boundary in several ways:

- Drag the orange **IN** or **OUT** waveform handle and release to commit.
- Tap a waveform handle to audition from that marker.
- Hold a waveform handle for a magnified precision view, then drag horizontally.
- Tap an ADR Start or ADR End timecode to cue that boundary, move the playhead by frame, then press and hold the timecode to commit it to the playhead.

AMA quantizes the boundary to the video's frame grid, clamps it to the asset, and preserves the required minimum gap.

Always audition both sides after an edit. ADR START should include the intended onset and ADR END should contain the complete line without unwanted following dialogue.

20. Waveform handles, precision, and Speech Edge Snap

The Editor waveform shows the guide audio around the current cue. Orange IN and OUT flags identify committed boundaries.

For precision editing:

- 1 Stop transport.
- 2 Press and hold the desired handle until the precision loupe appears.
- 3 Drag horizontally. The displayed time updates as a preview.
- 4 Release to commit once.
- 5 Tap the handle to audition the result.

Turn **Speech Edge Snap** on under **Settings > Editor** when clean separated dialogue would benefit from local word-edge assistance. During an established drag, AMA can gently snap to a nearby detected edge. The start target includes approximately 80 ms before detected speech, and the end target includes approximately 240 ms after detected speech. The mint engagement treatment indicates a snap candidate. Releasing the handle remains the only commit.

Speech Edge Snap defaults Off. Turn it off for overlapping speakers, slurred dialogue, music, or noise when the suggested edge is not editorially correct. If detection is unavailable, the handle remains a normal free drag.

Speech Edge Snap does not transcribe words. It helps position boundaries. **Speech-to-Text** creates editable ADR Text. **Hands-Free Control** operates only the shipping Actor commands listed in section 28.

21. Create, edit, review, and re-transcribe ADR Text

The **ADR TEXT** field is editable in Editor Mode whenever AMA is not recording or finalizing a take.

Automatic fill

When an eligible cue has empty ADR Text, AMA can run local automation and fill the exact committed ADR START through ADR END interval. Automatic fill does not silently replace existing non-empty or human-edited text.

Manual edit

Tap in **ADR TEXT**, correct wording and punctuation, and dismiss the keyboard when finished. A human edit protects the text from silent automatic replacement. Review against picture and guide, not only the generated sentence.

Explicit re-transcription

Tap **Re-transcribe ADR Text** to replace the field using the current exact ADR START through ADR END interval.

- Re-transcription is unavailable while recording, finalizing a take, or another cue automation is running.
- If the cue timing or text changes while recognition runs, AMA preserves the newer edit.
- If recognition fails or returns no speech, existing ADR Text remains unchanged.

During re-transcription, the control changes to an hourglass and the Editor pane displays transcription or speech-asset status. If recognition fails or returns no speech, the status explains the result and existing ADR Text remains unchanged.

The Editor pane shows exact ADR IN/OUT timecodes and waveform handles above the editable **ADR TEXT** field. **Re-transcribe ADR Text** uses the currently committed interval.

22. Speech-to-Text on iOS 17-25 and iOS 26+

iOS difference - read before a session: AMA selects its on-device English speech engine automatically. On iOS 17 through 25, AMA uses the English speech model bundled with the app, so no model download is required. On iOS 26 or later, AMA uses Apple SpeechAnalyzer. The first transcription may download Apple's English speech asset, so connect once before your session. Only the language model is downloaded - your guide audio and transcript remain on your device. After installation, transcription works offline.

Area	iOS 17-25	iOS 26+
Local engine	WhisperKit 1.0.0 with AMA's bundled English <code>tiny.en</code> model	Apple SpeechAnalyzer and SpeechTranscriber
Selection	Automatic; no user setting	Automatic; no user setting
First use	Ready offline after AMA installation	Apple's English speech asset may download once
Offline use	Immediate	Available after the Apple asset is installed
Audio or transcript upload	None	None; only the Apple language asset may download
Fallback	No cloud or Apple Speech fallback	No WhisperKit or cloud fallback

Shared behavior on both system families

- AMA 4.0 recognizes English only.
- Speech-to-Text transcribes exactly the committed ADR START through ADR END interval. It does not add hidden padding.
- Voice-isolated audio is tried first. If that fails or returns no text, AMA can retry raw audio over the same exact interval.
- Invalid, negative, zero-duration, or out-of-asset timing fails closed.
- Generated text is an editable suggestion and must be reviewed by an Editor.
- Failed, empty, or rejected low-quality output preserves existing ADR Text.
- No SFSpeechRecognizer, cloud, or cross-version engine fallback is used.

iOS 17-25 details

AMA includes the `tiny.en` Core ML model and English tokenizer inside the signed app. It does not download a WhisperKit model at runtime. If the bundled model is missing or invalid, transcription fails closed. Reinstall the correct AMA build rather than expecting a network download to repair it.

iOS 26+ details

SpeechAnalyzer requires Apple's installed English speech asset. On first use, keep the device connected while the asset installs, then retry. After installation, recognition can work offline.

Speech features are separate

- 1 **Speech-to-Text** turns guide audio into editable ADR Text.
- 2 **Speech Edge Snap** proposes nearby waveform edges while an Editor drags a flag.
- 3 **Hands-Free Control** recognizes an exact Actor command while its on-device session is active.

Speech-to-Text and Hands-Free Control share the automatic OS-dependent choice between WhisperKit on iOS 17-25 and Apple SpeechAnalyzer on iOS 26+. Speech Edge Snap does not use either recognition engine; it uses the same local waveform and voice-activity analysis on every supported iOS version.

23. Resolve cue requirements

AMA does not require the Editor to maintain Review, Ready, or Flagged labels. A normal cue shows no status. When action is required, AMA states the problem, such as a visible warning badge whose accessibility label says **needs ADR Text** or **fix ADR timing**.

Reset Cue is a separate recovery action. It clears ADR Text and resets the cue timing around the playhead while keeping saved Takes attached. AMA asks for confirmation before resetting.

24. Verify Package delivery identity and watermark

In **Send AMA Package**, open **Delivery & Watermark** and enter the shared Package values once:

- **Production** - required.
- **Assigned Actor** - optional metadata for grouping and chrome.
- **Released To** - required custody recipient and watermark anchor.
- **Watermark** - optional delivery-specific text.

The collapsible **Watermark Preview** shows the values applied to every selected Video. Protected playback also includes an automatic package/device/session fingerprint and UTC session time. AMA does not re-encode the source video to burn these marks into its frames.

Assigned Actor is not a substitute for Released To. AMA does not authenticate the viewer and does not invent a viewer identity.

Editor check: Videos requiring different delivery values belong in separate Packages.

25. Send an encrypted package

In Editor Mode:

- 1 Open **Videos**.
- 2 Tap **Send AMA Package to Actor**. The screen title becomes **Send AMA Package**.

- 3 Select the required Videos in the list. Nothing is selected by default. **Select All** chooses fully prepared Videos.
- 4 Tap **Continue**.
- 5 Verify the collapsible Package manifest and enter the **Delivery & Watermark** fields.
- 6 Tap **Create Package**.
- 7 Verify the resulting Video and Cue counts.
- 8 Tap **Share AMA Package** and choose the approved destination.

Structural errors, missing source media, invalid timing, unsupported type, unavailable duration, an unverified Video Start, or missing required ADR Text can block package creation. Review/Ready/Flagged metadata never gates package creation.

26. Deliver the package and unlock code separately

After **Create Package**, the **Package Ready** sheet displays an **Unlock Code**, **Copy Unlock Message**, and **Share AMA Package**.

- 1 Share the package through the approved production channel.
- 2 Send the unlock code through a different channel.
- 3 Confirm the Actor can identify the package without placing the code in the same message.
- 4 Tap **Done** on **Package Ready** when delivery is complete.

Copy Unlock Message uses a local-only clipboard item with a short expiration. Clipboard convenience does not change the separate-channel rule. Never include the code in the package archive, filename, delivery note, public image, or manual example.

If the recipient loses the code, prepare or reissue an authorized package. Do not weaken the separation rule to avoid a resend.

Part IV - Shared controls and administration

27. Hands-Free Control

Hands-Free Control is optional and Off by default. It works only on the uncovered Actor screen while AMA is open; opening Editor Mode or covering the Actor screen suspends it. The header shows a passive status pill, not a microphone button.

To use it:

- 1 Open **Settings** and turn on **Hands-Free Control**.
- 2 Return to the Actor screen with a playable Video and cue selected.
- 3 Wait for **Hands-Free · Standby**, then say **Actors Mobile On** once.
- 4 When the pill shows **Hands-Free · Active**, say one exact command from section 28.

- 5 Say **Actors Mobile Off** to return to standby, or turn the setting Off to stop Hands-Free listening completely.

Hands-Free Control is separate from Apple's system Voice Control. Use one speech-control system at a time so they do not compete for the same microphone session.

Listening pauses during Preview, take playback, record preparation, recording, saving, and finalization, then resumes automatically when the Actor screen returns to idle. During those actions, use the on-screen **Stop**. Spoken Stop and Cut are not Hands-Free commands in this release.

Record and **Retake** require a timed ADR cue with Parrot Off. **Retake** also requires an existing take. Unknown, partial, extra-word, or low-confidence phrases change nothing.

Hands-Free recognition stays on the device. On iOS 17-25 it uses the bundled WhisperKit English `tiny.en` model; on iOS 26+ it uses Apple SpeechAnalyzer with the installed English asset. Temporary command audio is deleted after processing. Turning Hands-Free Off does not disable the separate Input Meter, which may still use the microphone.

28. Hands-Free command and status reference

Say each phrase exactly as shown while **Hands-Free · Active** and the Actor workspace is idle.

Result	Exact phrase
Rehearse the current source cue	Preview
Begin a normal ADR take	Record
Record another take	Retake
Play the newest active take for the cue	Playback
Move to the next playable cue	Next Cue
Move to the previous playable cue	Previous Cue
Return to standby	Actors Mobile Off

From standby, the only activation phrase is **Actors Mobile On**. Hands-Free Control does not provide Editor commands, destructive commands, numbered take commands, picture or take nudges, preference commands, or spoken Stop.

The passive status pill can show:

- **Standby** - say **Actors Mobile On**.
- **Active** - listening for one of the exact commands above.
- **Starting, Calibrating, or Processing** - wait.
- **Paused** - transport or another protected phase is active; use the on-screen controls.
- **Unavailable** - select a cue, return to the Actor screen, uncover the workspace, or resolve the stated microphone/recognition issue.

29. Protected playback watermark

Watermark identity is configured for the selected Videos under **Send AMA Package > Delivery & Watermark**:

- **Production** and **Released To** appear on protected playback.
- **Assigned Actor** remains separate package metadata.
- AMA adds the device/session fingerprint and UTC session time automatically.

The protected watermark is drawn during playback. It is not burned into the encoded source video. A shared iPad can open videos with different identities without rewriting package provenance.

30. Video Focus and protected playback

Tap **Pin Video Focus** in the header to emphasize picture and compact the controls. Tap **Unpin Video Focus** to return to the split workspace. AMA may also focus picture automatically during Actor transport.

Protected package playback is bound to the currently selected video's delivery identity before picture appears. This prevents a frame from inheriting the previous video's watermark. If AMA is still preparing protected playback, wait for the selected video context to attach.

When screen capture protection is active, AMA displays **Protected playback is hidden while this screen is captured**. Stop screen recording, mirroring, or capture to restore picture. Do not work around the blanking behavior.

The dynamic protected-playback watermark is separate from any static DEMONSTRATION VIDEO marking on bundled demo media.

31. Remove, Delete, Trash, and recovery

The words Remove and Delete have different meanings in AMA.

Remove a video

In Editor Mode, open **Videos**, tap the row's remove/delete menu, and choose **Remove from AMA — Keep Files**.

- The video and cues leave the active AMA library.
- Source video and take audio are preserved under AMA's internal RemovedMedia storage.
- AMA metadata for the active video is cleared.
- There is no current in-app video-restore browser or Undo for this action.

Delete a video

Choose **Delete Video to Trash** or **Delete Video & N Takes to Trash**.

- The video and cues leave the active library.
- Source video and take audio move to AMA's internal Trash.
- Active metadata is cleared.
- There is no current in-app video-restore browser or Undo for this action.

The confirmation explains that Remove hides the Video from AMA and keeps its Video, Takes, metadata, and cues in Removed Media; Delete moves them to Trash.

Delete a take

Tap the take-row trash control and confirm **Delete Take**. The take disappears from playback and export but its audio is soft-deleted under the retention policy. AMA has no visible take-restore control after deletion, so confirm the take number first.

Soft-deleted take audio older than 30 days can be permanently purged. There is no user-facing recovery drawer after the session ends. Do not rely on the retention window as a backup.

Video Trash is a separate store. Its Videos screen shows that trashed items are kept for up to 180 days unless **Empty Trash** permanently deletes them sooner.

Recovery limits

- Video Remove and Delete have no current in-app Undo.
- Cue and take deletion have no visible customer restore control.
- Internal RemovedMedia, Trash, or 30-day take retention is not a documented user restore workflow.
- Protected AMA content is excluded from ordinary device backup.
- App deletion, device loss, or unrecoverable storage failure can remove the only local copy.

The Production and user should retain source video, original packages, and delivered WAVs outside AMA. If AMA reports that a late recording was retained for recovery, preserve the device and contact [AMA Support](#).

32. Settings, Recording Audio, Hands-Free Control, and version

Open the gear **Settings** control.

Recording Audio

Tap **1 kHz** on the speaker-test row to play a tone for approximately 3 seconds. The row title names the current output device, such as **Test This Device's Speaker**, **Test Headphone Output**, or **Test Audio Output**. Set listening level safely before wearing headphones. The tone is not a recording calibration certificate.

Hands-Free

- **Hands-Free Control** is Off by default.
- When on, it arms only on the uncovered, idle Actor screen and recognizes the exact phrases in section 28 on the device.
- Listening pauses during Preview, take playback, recording, and saving. Use **Stop** on screen during those actions.
- Temporary command audio is deleted after processing. Turn the setting Off to stop Hands-Free listening completely.

Editor

- **Speech Edge Snap** is Off by default.

- It assists a waveform drag; it does not change Speech-to-Text engine selection.

Diagnostics

- **Share Diagnostic Log** appears once AMA has recorded a log. Until then the row reads **No diagnostic log yet**.
- The log is a plain-text record of microphone and audio-route events: which surface asked for the microphone, when a session was handed over, and when one failed to start.
- It contains no recordings, cue text, file names, or account details.
- Share it with a build report when audio behaves unexpectedly.

Purchase

- **Status** shows whether access is permanent, in a trial, or locked.
- **Unlock, Trial and Restore** opens purchase, seven-day trial, and restore controls.
- AMA is a one-time purchase, not a subscription. Previously recorded takes can always be sent, regardless of access status.
- Former paid subscribers receive permanent full access at no further charge. The old yearly subscription has been retired and will not renew; no action is required.

About

Version shows the marketing version and build, for example **4.0.2 (57)**. Include this value, device model, and iOS version in every support report.

The About section also provides always-available links to **User Manual**, **Terms**, **Privacy Policy**, and **Support**, plus **Third-Party Notices** containing the license text for software included with AMA. **User Manual** opens this manual for the installed version. The copyright line identifies TODD-AO as the owner.

33. Troubleshooting

AMA opens with demonstration videos

This is expected in AMA 4.0.2 (57). The bundled demonstrations let you explore the workflow. They are for evaluating and learning AMA only, not production use or redistribution. Add your own authorized media from **Photos** or **Files** when you are ready to work.

Orientation or window size is unexpected

On iPhone, AMA supports landscape only. On iPad, all four orientations and user-arranged window sizes are supported; landscape is recommended for the full workspace. Rotate or resize the iPad window as desired. If an iPhone does not rotate into landscape, check iOS orientation lock and the physical mount.

A video is missing or black

- Open **Videos** and look for **Picture unavailable · Re-import video** followed by the filename.
- Confirm the source file still exists and is readable.
- Re-add the original source or ask the Editor to resend the package.
- Protected picture can intentionally blank during active screen recording or mirroring.

Recording does not start

- Confirm a playable video and cue are selected.
- Allow microphone access in iOS Settings.
- Wait for the prior take to finish saving.
- Close another app that may be using the microphone.
- Check free device storage.

Spoken Stop does not stop a recording

This is correct safety behavior. Hands-Free listening pauses during record preparation, count-in, recording, saving, and finalization. Tap the tactile on-screen **Stop** control.

Spoken Stop does not stop Preview or Playback

This is correct behavior. Hands-Free listening pauses during Preview and take playback, and Stop/Cut are not shipping Hands-Free commands. Tap the on-screen **Stop** control.

A take remains in Saving

Wait for finalization. Do not navigate, re-record, or force quit while the save is active. If AMA later reports **Recovered Take N saved**, audition it. If it reports retained recovery audio or a metadata failure, preserve the device and the exact message for support.

Playback says the take is missing

The selected WAV is not available. AMA does not silently play an older take. Check whether the video or take was removed, deleted, or externally altered, then use an independent delivered copy if necessary.

Auto-sync is unavailable

- Confirm the cue has valid ADR START and ADR END.
- Confirm the take is not a Parrot take.
- Wait for any current Auto-sync analysis.
- Manually nudge and audition if analysis does not produce a usable result.

Speech Edge Snap grabs the wrong word

Turn **Speech Edge Snap** Off for overlapping, slurred, noisy, or musical material. Drag freely, release to commit, and audition both sides.

ADR Text does not fill automatically

- Confirm Editor Mode is on.
- Confirm source media exists and duration is available.
- Set valid ADR START and ADR END.
- Automatic fill will not overwrite non-empty or human-edited text.
- Tap **Re-transcribe ADR Text** for an explicit exact-range attempt.

Re-transcribe remains on the hourglass

Wait for the Editor transcription-status line to report the result and for the icon to return. Existing ADR Text is preserved on failure or no speech. If an iOS 26+ speech asset is still preparing, connect once and retry after installation completes.

Speech-to-Text fails on iOS 17-25

- No model download should be needed.
- Confirm the installed app is complete and has free memory/storage.
- Retry with a short, clean, valid ADR range.
- If AMA reports its bundled English model is unavailable, reinstall the approved AMA build.
- Do not expect a cloud or Apple Speech fallback.

Speech-to-Text fails on iOS 26+

- Connect once so Apple's English speech asset can install.
- Retry after the asset is installed.
- Do not expect WhisperKit or cloud fallback on iOS 26+.

Transcription returns no speech or poor text

- Audition the exact ADR START through ADR END range.
- Correct boundaries first, then re-transcribe.
- Check that the chosen guide track actually contains the line.
- Review voice-isolated and raw-audio conditions by listening to source material.
- Type the correct text manually. Machine text is only a suggestion.

Hands-Free Control does not respond

- Turn on **Hands-Free Control** in Settings and allow microphone permission.
- Return to the uncovered Actor screen with playable picture and a cue selected; Hands-Free is unavailable in Editor Mode.
- Wait for **Standby**, say **Actors Mobile On**, then wait for **Active**.
- Speak one exact command from section 28 without extra words.
- Wait until Preview, take playback, recording, saving, or another protected phase ends.
- On iOS 26+, make sure the Apple English speech asset is installed.

A Video Needs Attention

- Review warning details for missing Actor, Character, or ADR Text.
- Fix invalid cue timing.
- Restore missing source media.
- Use a supported MOV, MP4, or M4V source.
- Confirm any delivery identity and watermark values you intend to include.

- Use **Select All** or choose individual Videos, then verify the manifest before **Create Package**.

The Actor cannot unlock a package

- Verify the package and code belong together.
- Enter the code exactly without sharing it publicly.
- Try **Use Device Unlock** only if that package unlock was previously saved on this device.
- If the code is lost or provenance changed, the Editor must reissue the package.

Protected playback disappears during capture

Stop active screen recording or mirroring. Package policy may require protected picture to blank during those states. An ordinary still screenshot is not detected or prevented by this behavior.

Storage or recovery concern

Stop creating new takes, do not remove the app, and retain the device. Gather the AMA version/build, iOS version, device model, cue/take name, and exact on-screen message. Contact [AMA Support](#).

34. Accessibility and support

AMA uses labeled controls for VoiceOver, including **Preview**, **Record**, **Stop**, cue navigation, ADR boundary timecodes and handles, take playback, take nudge, Auto-sync, Select, **Export WAV**, **Send Video Takes**, and Delete. The passive **Hands-Free Control** status reports Standby, Active, Processing, Paused, or Unavailable without behaving like a button. Status overlays are marked as frequently updating content.

Accessibility practices:

- Use VoiceOver focus to hear icon-only control names.
- Use the named **Set to Playhead** accessibility action on a boundary timecode when direct long-press precision is difficult.
- Use **Small** or **Large** subtitles as needed.
- Do not rely on color alone. Read actionable cue messages, take status, offset, and accessibility values.
- Keep the device stable with the tactile Stop control reachable; landscape is required on iPhone and recommended for the full iPad workspace.
- Use iOS hearing and display accommodations that do not interfere with the Production's monitoring requirements.

Support report checklist

Include:

- AMA version and build from **Settings > About > Version**
- iOS version and device model
- Whether Editor Mode was on
- Video and cue display name without confidential dialogue
- Action attempted and exact visible message

- For speech issues, iOS 17-25 or iOS 26+ and whether the iOS 26 English asset was installed
- For audio issues, speaker, wired, or Bluetooth route
- A sanitized screenshot only when package policy permits capture
- **Share Diagnostic Log** from **Settings > Diagnostics** when the row is available

Support: software@todd-ao.com · +1 310 963 6177 · actorsmobileadr.com/support

Do not send unlock codes, customer footage, confidential dialogue, or production-identifying screenshots unless the Production has authorized that disclosure. Sanitize support material whenever possible.

35. Glossary

ADR Automated Dialogue Replacement or Additional Dialogue Recording: recording dialog to picture after principal photography.

ADR START / ADR IN The committed frame where the performance interval begins.

ADR END / ADR OUT The committed frame where the performance interval ends.

Actor Preferences Per-video controls for lead-in Offset, subtitles, wipes, guide level, headphone guide behavior, ADR Beeps, and Parrot.

Alternate / Alt A useful backup take status, mutually exclusive with Select and Raw.

Auto-cue Local analysis that can propose cue boundaries or initial cue structure. Proposals require Editor review.

Auto-sync Local analysis that estimates a take's picture offset. It is an aid and must be auditioned.

BWF Broadcast Wave Format metadata carried in a WAV for professional time reference and operational description.

Cue One ADR unit associated with a video, timing interval, ADR Text, and Takes.

Cue Sheet An XLSX, CSV, TSV, pasted-text, or supported EdiCue Actor's List source used to preview and apply cue inserts or updates. Required tabular columns are Video Filename, Cue, ADR Start, ADR End, and ADR Text.

Reset Cue The confirmed Editor action that clears ADR Text and resets cue timing while keeping saved Takes attached.

Editor Mode The workspace opened by the right-sidebar **Editor Mode** control for cue timing, ADR Text, video management, and **Send AMA Package**.

Guide The source audio used for rehearsal, timing, and performance reference.

Nudge A frame adjustment. Picture controls move the playhead; take-row minus/plus controls slip recorded take audio; Editor boundary handles change ADR START or ADR END.

Offset Either the selected 3, 7, or 12 second lead-in, or a take's stored frame slip. Context determines the meaning.

Parrot Actor mode that plays guide through ADR OUT, then mutes for a repeated performance. Parrot takes require tactile manual Stop and cannot use Auto-sync.

Playback Audition of recorded take audio against picture. It is different from Preview.

Preview Rehearsal of source picture and guide for the current cue.

Raw Undecided take status.

Released To Package custody recipient and the primary protected watermark identity.

Remove Remove a video and cues from the active AMA library while preserving media in internal RemovedMedia storage.

Select Preferred take status, also called a circled take.

Speech Edge Snap Optional Editor assistance that proposes a nearby detected speech edge during a waveform-handle drag. It defaults Off.

Speech-to-Text Local English recognition that produces editable ADR Text from exactly the committed ADR START through ADR END interval.

Take One recorded performance associated with a cue.

Tactile Stop The visible on-screen Stop button. It is the only manual recording stop.

Trash AMA's internal destination for media removed by a Delete Video action. Trashed items are kept for up to 180 days unless the user empties Trash sooner.

Video Start / FFOA The first frame of action used as the Video's SMPTE timecode reference. The supplied-Video standard requires visible, running SMPTE timecode on every frame, without gaps or discontinuities. AMA reads Video Start automatically and uses it to map absolute ADR cue timecodes to the Video.

Video Focus Picture-emphasis mode controlled with Pin/Unpin Video Focus.

Hands-Free Control Optional on-device Actor control using **Actors Mobile On**, six exact active commands, and **Actors Mobile Off**. It is Off by default and pauses during transport, recording, and saving.

WhisperKit AMA's bundled local English recognition engine on iOS 17-25.

36. Legal notices and third-party software

Credits and acknowledgements

Actors Mobile ADR v4

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On iOS 17 through 25, on-device English speech recognition uses Argmax WhisperKit and the bundled OpenAI Whisper `tiny.en` model and tokenizer. On iOS 26 and later, AMA uses Apple SpeechAnalyzer. Full third-party copyright and license notices for WhisperKit, OpenAI Whisper, CoreXLSX, XMLCoder, and ZIPFoundation are available in the app under **Settings > About > Third-Party Notices**.

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